Bklyn. N.Y.

Jan 25th - 1914.

To Mr Hudson Maxim

"the man that beat
me at his own game"

With kind remembrance
from
Frank J. Marshall
author.
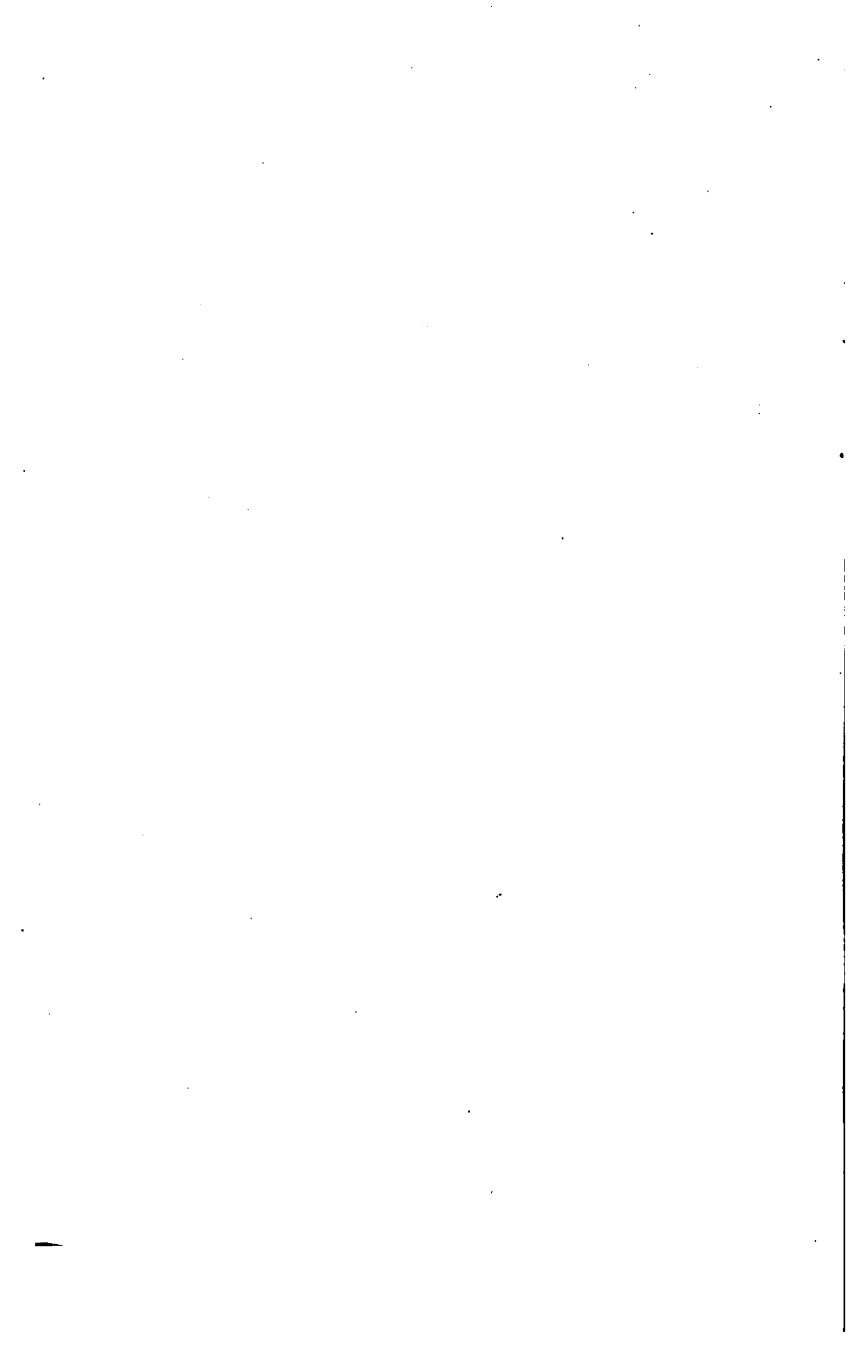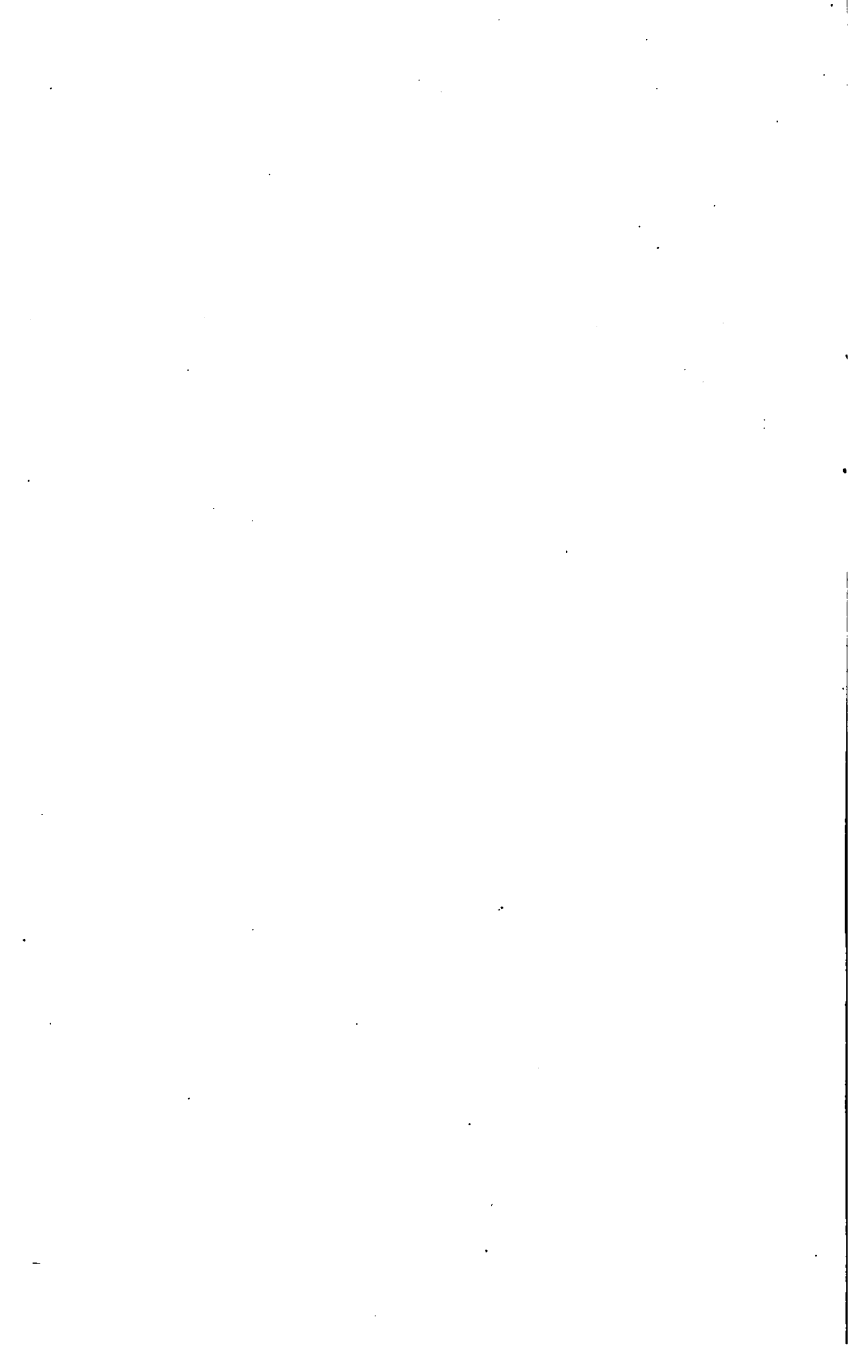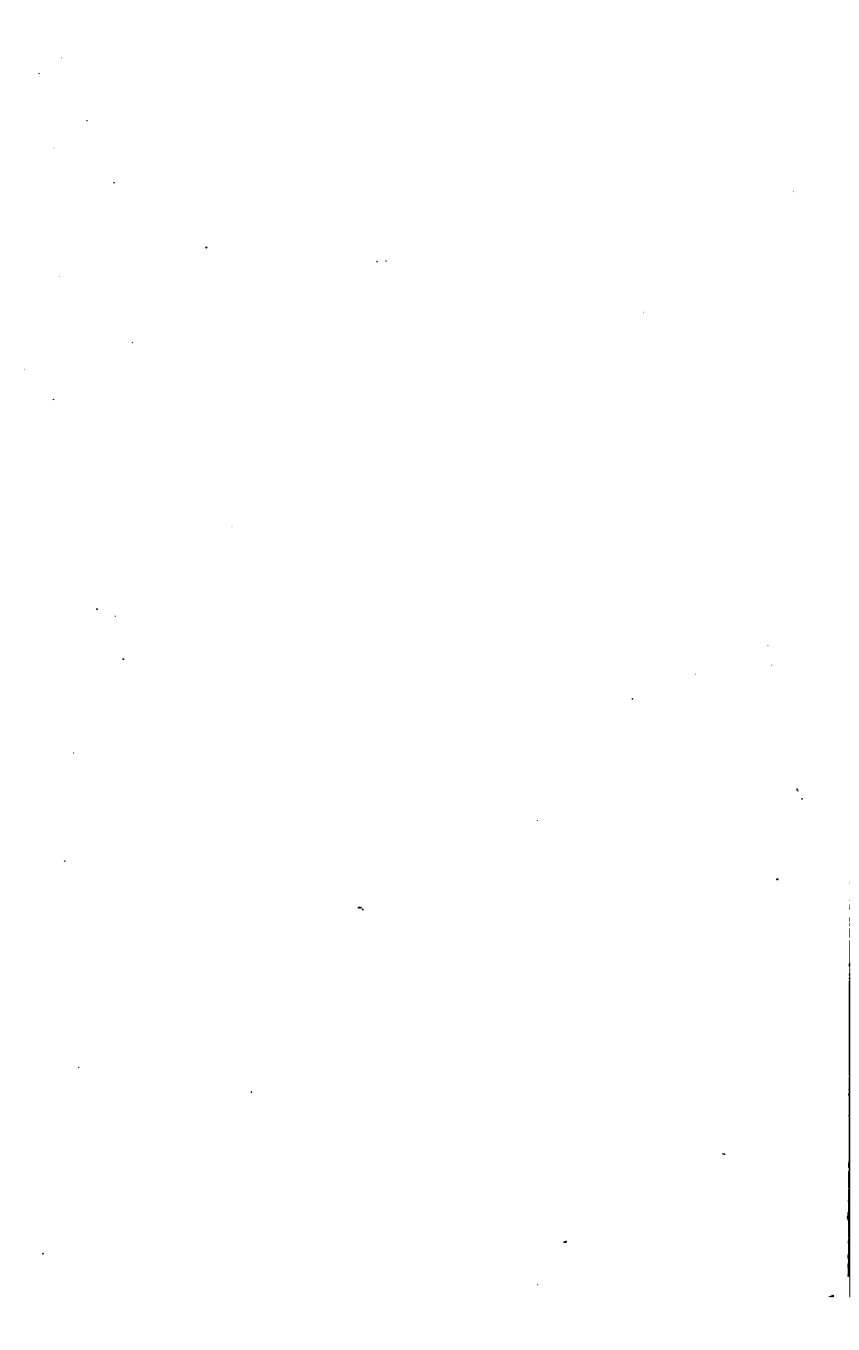
PREFACE.

I N submitting this work to the Chess Public I am fully aware that my opinions of many of the lines of play given are in opposition to the *dictum* of some of the recognised authorities on the openings. Notwithstanding this fact, I urge chess players to put my theories to practical tests ; the more so because the analyses given are the results of personal investigation and experience, and the foundation of any success which has attended my efforts in chess contests.

My aim has not been to cover the whole field of chess openings, but rather to indicate to the chess student what I consider the best lines of development in attack and defence, in the openings most frequently adopted in matches and tournaments at the present time.

I also take this opportunity to explain that the inclusion of the biographical sketch of my chess career and selection of my games is one of the results of suggestions and assistance given by the Editor of the *British Chess Magazine* and Mr. G. Howitt, of the Bradford (England) Chess Club. To these gentlemen and also to the various journals from which the "notes" to my games have been taken I desire to tender my thanks, particularly to the *Brooklyn Daily Eagle* (U.S.A.), to which journal I originally contributed the notes to those games played at Cambridge Springs and St. Louis.

FRANK J. MARSHALL.

"THE   MORALS   OF   CHESS,"

By Dr. Franklin.

––––

The game of chess is not merely an idle amusement : several very valuable qualities of the mind, useful in the course of human life, are to be acquired and strengthened by it.

By playing at chess, we may learn—

Foresight, which looks a little into futurity, considers the consequences that may attend an action; for it is continually occurring to the player " If I move this Piece, what will be the advantage or disadvantage of my new situation ?   What use can my adversary make of it to annoy me ?   What other moves can I make to support it and to defend myself from his attacks ? "

Circumspection, which surveys the whole chess-board, or scene of action, the relations of the several Pieces and situations, the dangers they are respectively exposed to, the several possibilities of their aiding each other, the probabilities that the adversary may make this or that move, and attack this or the other Piece, and what different means can be used to avoid his stroke, or turn its consequences against him.

Caution, not to make our moves too hastily. This habit is best acquired by observing strictly the laws of the game, such as "If you touch a piece, you must move it somewhere; if you set it down you must let it stand." To observe these laws makes the game the image of human life, and particularly of war; in which, if you have incautiously put yourself into a bad and dangerous position, you cannot obtain your enemy's leave to withdraw your troops and place them more securely; but you must abide all the consequences of your rashness.

We learn by chess the habit of not being discouraged by present bad appearances in the state of our affairs, the habit of hoping for a favourable change, and that of persevering in the search of resources. The game is so full of events, there is such a variety of turns in it, the fortune of it is so subject to sudden vicissitudes, and one, so frequently, after contemplation, discovers the means of extricating one's self from a supposed insurmountable difficulty, that one is encouraged to continue the contest to the last, in the hope of victory.

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LIST OF OPENINGS.

FRANK JAMES MARSHALL.

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FRANK JAMES MARSHALL was born in Brooklyn, New York, on August 10th, 1877. His first knowledge of chess was taught him by his father, but his experience of serious games was gained in Canada, in the city of Montreal, where his parents removed from America when young Marshall was about ten years of age. He progressed so rapidly that he had won the championship of the Montreal Chess Club by the time he was fifteen. In the year 1896 the family returned to Brooklyn, and young Marshall having developed the taste for club chess, became identified with the Brooklyn and Manhattan Chess Clubs, and was a regular attender at these leading American chess resorts. He came into some prominence in the year 1897 by winning the junior championship of the New York State Chess Association. In the following year he was a competitor in the Brooklyn Chess Club Championship Tournament, but was defeated by Mr. W. E. Napier. In 1899 he made his first appearance in the cable matches—Great Britain *versus* the United States. His position was board No. 8, and his opponent Mr. G. E. Wainwright. The game ended in a draw after Mr. Marshall had won the opposing Queen for two pieces, and obtained

a winning end-game position.   Later during the same
year (1899) Mr. Marshall crossed the Atlantic, intending to
compete in the London International Tournament, which
was limited to fifteen competitors.   He was not chosen
to play in the minor event, but he competed in the
minor. tournament of twelve players, the company
including Herrn Marco and Mieses.   The struggle in
this event proved very keen, but Mr. Marshall succeeded
in winning first prize (£70) with a score of 8½ points
—7 wins, 3 draws, and 1 loss.   Mr. T. Physick was
the player who defeated Mr. Marshall.   Messrs. Marco
and Physick were second *ex æquo* with 8 points each.

We give two specimens of Mr. Marshall's play in
the London contest, as they display evidence of that
style which in later days has been so much admired.

TWO KNIGHTS DEFENCE.

	WHITE.		BLACK.	
	MR. F. J. MARSHALL.		HERR J. F. ESSER.	
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	Kt—B 3
4	P—Q 4	4	P × P
5	Castles	5	Kt × P

..............If 5 .., B—B 4 ; 6 P—K 5, P—Q 4 ; 7 P × Kt, P × B ; 8
R—K sq. ch, B—K 3 ; 9 Kt—Kt 5, Q—Q 4 ; 10 Kt—Q B 3, Q—B 4 ;
11 Q Kt—K 4, B—Kt 3, etc.

6	R—K sq	6	P—Q 4
7	B × P	7	Q × B
8	Kt—B 3	8	Q—Q sq

..............Or 8..., Q—K B 4, or Q—K R 4.

9	R × Kt ch	9	B—K 2
10	Kt × Q P	10	Kt × Kt

..............Better is 10..., P—B 4 ; 11 R—B 4, Castles, etc.

11	R × Kt	11	B—Q 2 .
12	B—B 4	12	Q—B sq
13	Kt—Q 5	13	B—Q sq
14	Q—R 5	14	Castles
15	B × B P	15	B—K 3

..............If 15..., B × B, then 16 Kt—K 7 ch, K—R sq ; 17 Q × P ch, and mate next move.

16	B × B	16	B × Kt
17	B—B 6		

17 Q × B, with the Pawn *plus*, would be sufficient to win, but the line of play adopted is much more artistic and equally forcible.

Position after White's 17th move (B—B 6) :—

BLACK (HERR EISSER).

WHITE (MR. MARSHALL).

B
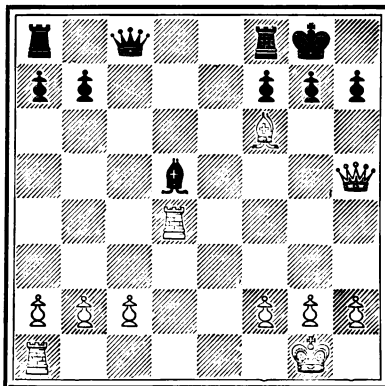
17 Q—B 3

....If 17..., P × B ; 18 R—K Kt 5 ch, K—R sq (if 18...,
Q × R ; 19 Q × Q ch, K—R sq ; 20 Q—B 5 wins) ; 19 R—K R 4, B—
K 5 ; R × B and wins shortly.

18	B × Kt P	18	K × B
19	Q × B	19	Q × P
20	Q—K 5 ch	20	P—B 3
21	Q—K 7 ch	21	K—Kt 3
22	R—R 4	22	K—Kt 4
23	Q—Kt 7 ch	23	K × R
24	Q—R 6 ch	24	K—Kt 5
25	P—R 3 ch	25	K—B 4
26	Q × R P ch	26	Resigns

KING'S BISHOP'S OPENING.

WHITE.		**BLACK.**	
MR. E. M. JACKSON.		MR. F. J. MARSHALL.	
1	P—K 4	1	P—K 4
2	B—B 4	2	Kt—K B 3
3	P—Q 3	3	P—Q 4
4	P × P	4	Kt × P
5	Q—K 2	5	Kt—Q B 3
6	P—B 4		

This is risky and not to be commended.

6 B—Q B 4

7	Kt—K B 3		7	B—K Kt 5
8	P—K R 3		8	B × Kt

Mr. Marshall favours the retention of Bishops, but he will exchange Bishop for Knight rather than lose a move.

9	Q × B		9	Kt—Kt 3
10	B—Kt 5		10	Castles
11	B × Kt		11	P × B

Position after Black's 11th move (P × B):—

BLACK (MR. MARSHALL).
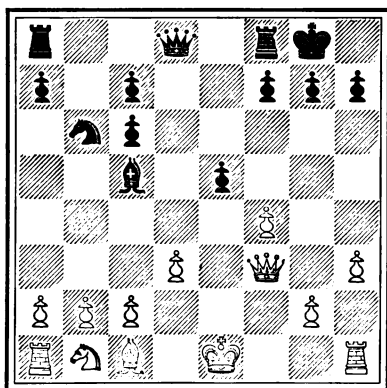
WHITE (MR. JACKSON).

12   P—B 5

If 12 B—K 3, B × B; 13 Q × B, Kt—Q 4 !. If 13 P × P, R—K sq. Black has now the superior development.

12   P—K 5

....Characteristic of Mr. Marshall's style.

13	P × P	13	R—K sq
14	Kt—B 3	14	Kt—Q 4
15	P—K Kt 3	15	Kt—Kt 5
16	Q—K 2	16	Q—Q 5
17	K—B sq	17	Kt—Q 4
18	K—Kt 2	18	Kt × Kt
19	P × Kt	19	Q × P ch
20	Q × Q	20	R × Q
21	K—B 3	21	Q R—K sq
22	B—Q 2		

If 22 B—B 4, R—K 7, and the Rook will demolish the Pawns.

		22	R—K 7
23	Q R—Q sq	23	R—B 7 ch
24	K—Kt 4	24	P—R 4 ch
25	K × P	25	P—Kt 3 ch
26	P × P	26	R—K 4 ch
27	K—Kt 4	27	P—B 4 ch
28	K—R 4	28	K—Kt 2
29	B—B 4	29	K × P
30	B—Kt 5		

If 30 B × R, then Black mates in two moves.

		30	R—B 5 ch
31	Resigns.		

Because if 31 P × R, B—B 7 mate. If 31 B × R, B—K 2 ch, and mates next move.

On his return to America, Mr. Marshall took part in the championship tournaments of the Manhattan Club, and the New York State Chess Association, winning first prize in both contests. In the following year (1900)

he made his debut in international tournaments of major importance in the Paris Tournament of that year ; and he startled the chess world by defeating Dr. Lasker (first prize winner) in the only game lost in that tournament by the Champion of the World. Mr. Marshall also defeated his fellow-countryman, Mr. H. N. Pillsbury (second prize winner), and he finished *ex æquo* with Herr Maroczy with a score of 12 points, dividing third and fourth prizes, £80 and £60. Since 1900 Mr. Marshall has taken part in nearly every international chess contest of any importance. He played in the Monte Carlo Tournaments of 1901, 1902, 1903, and 1904. In the 1901 contest he was in poor form, his total score only aggregating 5½ points. In 1902 he finished ninth in the list of the twenty competitors, his share of the consolation prize money being £15 15s. In the 1903 tournament he was eighth with 12 points. On this occasion fourteen players were engaged, and the leaders were Dr. Tarrasch (20 points), Messrs. Maroczy (19), Pillsbury (18½), Schlechter (17), Teichmann (16½), Marco (15), Wolf (14), and Mieses (13). The Monte Carlo Tournament of this year (1904) was restricted to six players, who were selected from 17 entrants. The competitors were Messrs. Gunsberg, Marco, Maroczy, Marshall, Schlechter, and Swiderski. The contest was conducted in two rounds, and Mr. Marshall lost the first prize, and fell back to third place in consequence of refusing to draw against Herr Maroczy in the last round. Other important contests in which Mr. Marshall has taken

part are the Hanover International Tournament of 1902, and the Vienna Gambit Tournament of last year (1903), in which he won the second prize with 11½ points. Prior to 1903, Mr. Marshall was regarded as an erratic player capable of defeating the strongest opponent, and losing to the weakest. Notwithstanding this it was freely acknowledged that he had no superior as a chess tactician. During the early part of 1903 his games began to show evidence that " steadiness "— the one element lacking—was being surely embodied in his style. Perhaps the psychological turning point was the game he lost to Herr Maroczy, at Monte Carlo, after declining the draw offered. In announcing that defeat to an English friend he wrote, " When shall I learn that a draw (½) counts more than a loss (0)." The lesson was not unheeded, as prior to his departure from England for Cambridge Springs he assured many of his friends that he would win the first prize in the forthcoming struggle, and he stated that the only player he feared was M. Janowski. His victory in the American International Tournament was a memorable one, and will rank as one of the most remarkable events in chess history. He won 11 games, drew the remaining four, and secured first prize (£200) with a score of 13 points. Dr. Lasker and M. Janowski divided second and third prizes with scores of 11 points each. The details of Mr. Marshall's efforts in this tournament are set forth in the following tabulated record :—

Opponents.	Openings.	Points.	No. of Moves.
M. M. I. Tchigorin ...	Queen's Gambit Declined ...	½	36
Mr H. N Pillsbury ...	Irregular	1	23
Mr. J. F. Barry	Ruy Lopez	1	27
Herr J. Mieses	Queen's Gambit	1	57
Dr. Lasker	Sicilian Defence	½	45
Mr. T. F. Lawrence...	Queen's Gambit Declined ...	1	36
Herr C. Schlechter ...	King's Bishop's Opening ...	1	37
Mr. R. Teichmann ...	Queen's Gambit Declined ...	1	58
Mr. A. B. Hodges ...	Ruy Lopez	1	35
Mr. J. W. Showalter ...	Queen's Gambit Declined ...	1	38
M. D. Janowski	Queen's Gambit Declined ...	1	76
Mr. E. Delmar	Dutch Defence	1	30
Herr G. Marco	Ruy Lopez	½	30
Mr. W. E. Napier ..	Queen's Gambit Declined ...	½	34
Mr. A. W. Fox	Sicilian Defence	1	26
TOTAL		13	590

The *British Chess Magazine* commented on Mr. Marshall's success as follows :—To play a series of 15 games against most of the strongest masters of the game in the world, and to win 11 of them, the remaining four being drawn, is a feat which he and his countrymen may well be proud of, especially when it is remembered that one of the four drawn games was with the champion of the world. And how, it may be asked, could such a feat have been accomplished ? This is a question which we think only a perusal of Mr. Marshall's games can answer, and it seems to us that the answer must be, certainly not

by any superior knowledge of openings or end-games, not generally by the gradual accumulation of minute advantages, but by remarkable chess genius, by thorough insight into position, by original ideas of attack and defence, by a sort of intuition as to when a sacrifice can be ventured and when it can not, without the tiresome necessity of plodding through all the variations, to the great danger of exceeding the time-limit. In short, Mr. Marshall is no ordinary strong player, he is a man of clever original ideas, and does not fear to carry them into practice even with the most formidable of his opponents.

The *Brooklyn Eagle* described Mr. Marshall's play as " chess which, though perhaps not of the soundest, taxes the nerves of the most experienced of the masters. It is a combination of the old school with the new, which is at least sure of lasting popularity. There are some who go so far as to say that it will be the means of bringing Mr. Marshall dangerously close to the world's championship. Some of his moves, made in the face of all recognised principles, are so utterly audacious, though ingenious withal, that his fellow masters refer to them as ' Marshall's swindles.' "

The *Field* (London) referred to Mr. Marshall's victory in the following terms :—" Mr. Marshall stands out head and shoulders above the other competitors. It is an achievement, if equalled, certainly not surpassed in previous contests. . . . His games are games of chess ; they savour of a refreshing originality, full of vigour

and enterprise, and they stand out like oases in the dreary deserts of the Ruy Lopez, the Four Knights, the Petroffs, and Centre Counter Openings, which have been the repertoire in this tournament.   In spite of his enterprising style against over-cautious rivals, he never lost a game, nor is there a game in his list that he should have lost."

After his success at Cambridge Springs, the members of the Manhattan Chess Club (New York) presented Mr. Marshall with a gold watch and chain.   The watch was inscribed as follows :—

> *" The members of the Manhattan Chess*
> *" Club to Frank J. Marshall, for his victory*
> *" at Cambridge Springs, P.A., 1904."*

The next public contest in which Mr. Marshall took part was the American Tournament at St. Louis, in October, 1904, when he practically repeated his previous effort by securing first prize of £100, with a score of 8 wins and 2 draws.   On this occasion the opposition was not of the calibre which Mr. Marshall had met in previous first-class tournaments, and his success was therefore generally anticipated.   After the conclusion of the tournament, the committee of the Congress presented Mr. Marshall with a gold medal inscribed " Champion," but it is only fair to state that Mr. Marshall waives all claim to this title, in view of the fact that such players as Messrs. Pillsbury and Showalter did not compete in the tournament at St. Louis.

Mr. Marshall's record in tournaments of international importance is as follows :—

Year.	Tournament.	Place in Rank.	Points won.	Points lost.
1899	London (Minor) ..	First	8½	2½
1900	Paris	Divided Third and Fourth ...	12	4
1901	Monte Carlo ...	Tenth...	5½	7½
1902	Monte Carlo ...	Ninth...	11	8
1902	Hanover	Divided Ninth and Tenth ...	8	9
1903	Monte Carlo ...	Ninth...	12	14
1903	Vienna	Second	11½	6½
1904	Monte Carlo ...	Third...	6½	3½
1904	Do. (Rice Gambit)	Divided First and Second ...	6	4
1904	Camb'dge Springs	First	13	2
1904	St. Louis	First	9	1

Some time ago Mr. Marshall challenged Dr. Lasker for the championship of the world, but the negotiations proved futile owing to the large financial consideration (stakes £400 on each side) insisted upon by Dr. Lasker. The meeting may however yet be arranged, especially if Mr. Marshall should defeat M. Janowski in the match which these chess matadors have arranged to contest in Paris next month (December, 1904). Both players favour open tactics to such an extent that if each gives free scope to his imaginative faculties and powers of calculation the literature of chess will certainly be enriched by their efforts. Of Mr. Marshall it may be truthfully said that the Anglo-Saxon race has not produced since Morphy, with the exception of Mr. J. H. Blackburne, an exponent of chess play whose style is so incisive, so virile, or of such sustained interest as that of Frank James Marshall.

MARSHALL'S CHESS OPENINGS.

BEFORE the chess student can properly appreciate the beautiful and subtle combinations which can be produced upon the chessboard, with simple or combined forces of the game, it is imperative that he should thoroughly understand the important influence which the gain or loss of a move has upon the results of his efforts as a chess tactician. To gain a move is to gain *time*, and time, especially in attacking combinations, is of primary importance. There are many examples on record showing that the gain of one move only has proved sufficient to enable the player who has secured this slight advantage to force the game to a successful conclusion in his favour. Many of the "Old Masters," Salvio, Polerio, and others, who revelled in gambit play three hundred years ago, understood the value of time in chess play, and every first-class player of the present or past days, improved considerably in strength of play from the moment he thoroughly mastered this important attribute of success. Indifferent moves in the early stages of a game nearly always result in loss of time ; therefore in the opening play each Piece should be moved so as to give the greatest range of action without retarding the development of other units. In bringing the minor Pieces into action, experience shows that it is usually best to develop the Knights before Bishops. Never start an attack until

the development of the fighting force is complete or well advanced. If this rule is followed it will be found that an attack when started can generally be sustained and carried through successfully, irrespective of counter-attack from the opposition.

I cannot impress upon the student too forcibly the importance of deploying his forces without loss of time. It is an excellent plan to take a survey of the board after each side has made eight moves, then reckon what is the least number of moves in which your position can be reached. If the minimum number is exceeded, then your development is faulty and has involved loss of time. With correct development there is always an adequate rejoinder to the strongest attacking move, therefore if the best moves are made by each side the result must be a drawn game ; but if you have lost time your prospects are correspondingly reduced. When attacking remember that time is lost in capturing a Pawn or Piece, unless the capture is made with a check. When you are attacked do not retreat without very careful consideration, and for excellent reasons—retreat often ends in defeat. If the attacking Piece cannot be taken without loss of time, or the Piece attacked be moved to a better position, then adopt counter-attack without hesitation ; counter-attack can nearly always be adopted in such circumstances if the development has been soundly conducted.

If asked to select an opening giving White the best chance of success, I should be unable to name one, because so much depends upon the style, temperament,

and courage of the individual. Many players make better use of Knights than Bishops, but some players hold the Bishops in higher esteem. I certainly prefer Bishops to Knights. Then, again, there are players of the brilliant school who disregard the loss of a Pawn if positional advantage is gained for the material loss. In many of my own games I have not hesitated to sacrifice a Pawn to gain two moves. It is impossible to formulate rules to ensure success. I can only give advice to the student ; practice must do the rest Take the Ruy Lopez, which many capable critics regard as the soundest of all the openings, and one in which the advantage of the first move can be maintained longer than in any other opening. I do not regard this plan of attack as formidable, because I hold that the first player cannot make a move to which the defence has not an adequate reply. This being so, Black must have, and I believe has, a reply which takes the sting out of White's B—Kt 5. In actual warfare it does not follow that when a general finds his army attacked at any given point he rushes to the defence of that particular quarter ; he more often finds that by directing a blow against some vulnerable point in the enemy's position he meets the attack directed against him by causing the adversary to attend to the counter attack. If the original attack is as strong as the counter demonstration neither side will suffer, and both will return to camp with " honours easy." But if the counter attack proves the stronger, then the original attack has not only resulted in loss of time, but, as a consequence, has lost ground in position, etc.

White's third move of B—Kt 5 is not made with the object of a direct threat upon the Knight, or immediate capture of the King's Pawn, therefore a reply which seeks to dislodge the Bishop, defend either Knight or Pawn, or both, only strengthens the attack, or in other words plays directly into the hands of the opposing force. As I estimate the King's Bishop (on either side) worth a Knight and Pawn until the game is well advanced, Black need not fear in the least the exchange of the Bishop for his Knight. Therefore I advocate the total disregard of the threat, and favour the adoption of a move which gives Black a corresponding attack upon White's position. This move is 3..., P—K B 4. The principal object of the move is an attempt to deprive White of his command of the centre. The move has been described as theoretically unsound, but after careful analysis I have failed to discover upon what ground this opinion is based, and therefore counsel the second player to reply persistently to 3 B—Kt 5 in the Ruy Lopez with 3..., P—K B 4.

Another opening which I do not favour is the Guioco Piano, for the reason that, in my opinion, White's third move, Bishop to Bishop's fourth, is too passive, and allows Black to secure a slight advantage with the strong reply Knight to King's Bishop's third. Of course, if Black play the orthodox move 3..., Bishop to Bishop's fourth, then White's move is satisfactory, and, in certain circumstances, may become powerful. But why should Black be so accommodating? Why reply with a move (B—B 4) which is neither opposing nor resisting, when there is at

your service a much better rejoinder (Kt—K B 3). The underlying principle in chess is to render the opposing tactics as ineffectual as possible, and as I consider the development of the Black Knights leads to the better game for Black in the Guioco Opening, my advice to chess students is do not adopt this slow game, but meet it always with the " Two Knights Defence."

The French Defence I have found widely adopted by amateur players who are not thoroughly conversant with the many combinations which may follow Pawn to King's fourth on both sides, and I am inclined to agree with the writer who described it as " the sheet anchor of dull mediocrity." As a defence it is probably reliable enough to preserve the reputation of the player who is content to draw his games, but as the best defence is sound forceful development, with promise of strong counter-attack, features which the " French " lacks, when pitted against the best play, it is not to be recommended. White has no difficulty in meeting Black's threatened attack on the Queen's side, and a little study will soon enable the student to cope successfully with the best lines of play Black is able to produce in the French Defence.

In my opinion there are only two really good opening moves, viz. : Pawn to King's fourth and Pawn to Queen's fourth ; both good because they open upon the centre of the board and prepare for speedy development of Queen and Bishop. In the analyses first place is given to the Queen's Pawn Openings ; particularly to the play which arises after 1 P—Q 4, P—Q 4 ; 2 P—Q B 4, P—K 3 ;

3 Kt—Q B 3, etc., as I consider this the soundest of all the openings and one which affords a player having original ideas ample scope for the exercise of his powers ; every chess player should make a study of this opening. The mid-game abounds with attacking possibilities, with plenty of opportunities for the exercise of chess strategy of the highest order. Notwithstanding my high opinion of the Queen's Gambit Declined for the first player, I consider that Black can maintain the balance of power by adopting free developing tactics with the early advance of Pawn to Queen's Bishop's fourth ; a move which I have put to severe practical tests with satisfactory results, which have further strengthened my opinion that with correct development White has no move in any opening to which Black has not an adequate and satisfactory reply.

To become a good chess player, you must cultivate persistently the open style of play—the Scotch game, and gambit, for example, afford scope for the exercise of chess faculties of the highest order, as they give rise to many beautiful variations. Do not adopt close defensive tactics because you fail to win games, but be determined that your play shall be a combination of soundness and boldness, with a minimum expenditure of time, and success will most certainly attend your efforts.

QUEEN'S GAMBIT.

———

THE attack and defence emanating from this classical opening produce some of the most beautiful chess it is possible to obtain. The Queen's Gambit possesses the merit of being the soundest of all the openings. The opening moves are :—

	WHITE.		BLACK.
1	P—Q 4	1	P—Q 4

This is Black's best reply, but 1..., P—Q B 3 ; 1..., P—K 3 ; 1..., P—K B 4 can be played.

2	P—Q B 4

This gives the opening its title. Black has only three replies worthy of consideration, namely P × P, accepting the gambit ; or P—K 3 or P—Q B 3, declining it. For reasons given later I do not recommend 2 P—K 4.

		2	P × P

This move has nothing to recommend it, for White must regain the Pawn sooner or later, with the better game. At the same time, while Black is frequently compelled to take the Pawn, he should select a favourable opportunity for doing so.

3	P—K 3

The simplest and most effective move.

		3	P—Q Kt 4
4	P—Q R 4	4	P—Q B 3

P—Q R 3 is obviously bad. If 4..., B—R 3 ; 5 P × P, B × P ; 6 B × P, B × B ; 7 Q—R 4 ch, etc.

5	P × P	5	P × P
6	Q—K B 3, etc.		

C

QUEEN'S GAMBIT DECLINED.

———

SEEING that Black cannot accept the Gambit with advantage, I come to my analysis :—

	WHITE.		BLACK.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 3

Generally recognised as Black's best move.

3　Kt—Q B 3 (best)

Black's replies are numerous. Kt—K B 3 is the most fashionable move here, but I prefer P—Q B 4. After treating both fully, I will leave the student to draw his own conclusions.

3　P—Q B 4

This takes part of the sting out of the attack. The move demands White's immediate attention ; he cannot permit B P × Q P.

4　P—K 3

If 4 Q P × B P, P—Q 5 ; 5 Kt—Kt 5, Kt—Q B 3, etc. If 5 Kt—K 4, B × P ; 6 Kt × B, Q—R 4 ch, etc. Again 4 B P × P, K P × P ; 5 Q P × P, P—Q 5, etc. White can also try 5 P—K 4, Q P × K P ; 6 B—Kt 5 ch, B—Q 2 ; 7 P × P, B × P, etc. Again 4 Kt—K B 3, B P × P ; 5 K Kt × P, P—K 4, etc.

			4	Kt—K B 3
	5　Kt—K B 3		5	Kt—Q B 3

Equal game.

VARIATION I.

<div style="text-align:right">3 Kt—K B 3</div>

4 B—Kt 5

B—B 4 was for a long time preferred to this move, but it is inferior.

<div style="text-align:right">4 Q Kt—Q 2 (best)</div>

5 P—K 3

Not 5 P × P, P × P; 6 Kt × P, Kt × Kt; 7 B × Q, B—Kt 5 ch, and Black wins.

<div style="text-align:right">5 B—K 2</div>

This is the most effective position in which this Bishop can be posted at this juncture.

6 B—Q 3

I prefer this to Kt—K B 3, which permits Black to continue with Kt—K 5 with effect.

<div style="text-align:right">6 P—Q Kt 3</div>

With the object of developing the Queen's Bishop. P × P is inferior because it surrenders the centre, while P—Q B 3 or P—Q R 3 are too defensive.

7 Kt—K B 3

White's alternatives lie in P × P or R—B sq, but the text move is to be preferred to either.

<div style="text-align:right">7 B—Kt 2   ·</div>

Black should delay Castling in the Queen's Gambit Declined as long as possible.

8 P × P (best)   8 Kt × P

The usual move here is P × P, but I prefer Kt × P.

VARIATION II.

<div align="right">3 Kt—K B 3</div>

4 B—B 4

This is not so strong as B—Kt 5.

<div align="right">4 B—Q 3</div>

5 B × B

If 5 Q—Q 2, Castles ; 6 Kt—K B 3, Kt—K 5 ; 7 Kt × Kt, P × Kt ; 8 Kt—Kt 5, P—K B 4, etc. Again if 5 B—Kt 3, B × B, etc.

<div align="right">5 Q × B</div>

<div align="center">Equal game.</div>

VARIATION III.

<div align="right">2 P—Q B 3</div>

The object of this move is to obtain a "Stonewall" position, and if Black desire a close game he can play it without any great disadvantage.

3 Kt—Q B 3   3 P—K B 4

If 3..., P—K 4 ; 4 B P × P, P × P ; 5 P—K 3 !

4 P—K 3   4 P—K 3

White will eventually play P—K B 4, and the game becomes difficult for both sides. Hence I advocate the more open lines of play resulting from the previous variations.

VARIATION IV.   P—K 4 DEFENCE.

<div align="right">2 P—K 4</div>

This was for a long time a favourite move with attacking players, but analysis has proved it weak.

3 Q P × K P (best)   3 P—Q 5

Not P × P, for White obtains an immediate advantage by Q × Q ch.

4 Kt—K B 3

Not 4 P—K 3, B—Kt 5 ch ; 5 B—Q 2, P × P ; 6 P × P, not B × B, as P × P ch wins.

4   Kt—Q B 3

This is better than P—Q B 4.

5   Q Kt—Q 2

This is a complete answer to the P—K 4 Defence, and is the invention of Mr. W. E. Napier, of America.

5   B—K Kt 5

Not B—Q Kt 5, for P—Q R 3 forces B × Kt ch, which suits White's game admirably.

6	Kt—Kt 3	6	B × Kt
7	K P × B	7	Kt × P
8	Q × P	8	B—Kt 5 ch
9	B—Q 2	9	B × B ch
10	Q × B, etc.		

This goes to prove that the P—K 4 Defence, although tricky, is unsound.

Position after White's 10th move :—

BLACK.
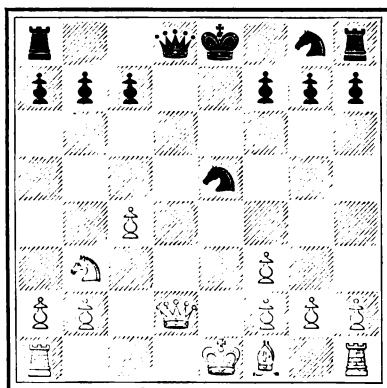
WHITE.

QUEEN'S PAWN OPENING—DUTCH DEFENCE.

———

WHITE.	BLACK.
1 P—Q 4	1 P—K B 4
2 B—Kt 5	

This is not so good as P—Q B 4, see next variation.

	2 P—K R 3
3 B—R 4	3 P—Q B 4

With a good game. Not P—K Kt 4, as then 4 B—Kt 3, P—B 5; 5 P—K 3, and Black is compelled to surrender something to avoid Q—R 5 mate.

VARIATION I.

1	P—Q 4	1	P—K B 4
2	P—Q B 4	2	Kt—K B 3
3	Kt—Q B 3	3	P—K 3
4	B—Kt 5	4	B—K 2
5	P—K 3 '	5	Castles
6	B—Q 3	6	P—Q Kt 3
7	Kt—K B 3	7	B—Kt 2
8	Castles	8	Kt—K 5
9	B × B	9	Q × B
10	B × Kt (best)	10	P × B
11	Kt—Q 2	11	P—Q 4
12	P × P	12	P × P
13	Q—Kt 3	13	Q—B 2
14	P—K B 3, and White has the better game.		

VARIATION II.

| 1 | P—Q 4 | 1 | P—K B 4 |
| 2 | P—K 4 | 2 | P—Q 3 |

Pillsbury (Black) against Lasker played 2..., P × P, but I prefer 2..., P—Q 3. If 2..., P × P; 3 Kt—Q B 3, Kt—K B 3 (not P—Q 4, because of Q—R 5 ch); 4 B—K Kt 5, P—Q B 3 (if P—K Kt 3, 5 P—K R 4, etc.); 5 P—K B 3, giving a Pawn for development, 5 P × P; 5..., P—Q 4 does not improve the position because of the isolated Pawn; 6 Kt × P, P—K 3, and White's position is worth more than the Pawn.

Position after Black's 6th move (P—K 3):—

BLACK.
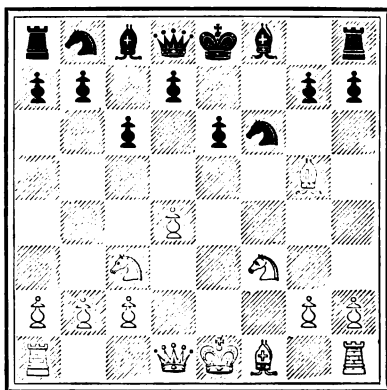
WHITE.

QUEEN'S PAWN OPENING—" STONEWALL "
DEFENCE.

———

	WHITE.		BLACK.
1	P—Q 4	1	P—Q 4
2	P—K 3	2	P—Q B 4
3	P—Q B 3	3	P—K 3 (best)
4	P—K B 4	4	B—Q 3
5	Kt—K B 3	5	P—K B 4
6	B—Q 3	6	Kt—K B 3

This is a very close opening. The middle game becomes exceedingly intricate and difficult. The play may proceed—

	WHITE.		BLACK.
7	Castles	7	Castles
8	Kt—K 5	8	Kt—K 5
9	Q Kt—Q 2	9	B—Q 2

And the position is about even.

GIUOCO PIANO.

————

The opening moves are :—

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	B—B 4

In this position White can continue P—Q 3, P—Q B 3, Castles, Kt—Q B 3, or P—Q Kt 4. The last named move alters the title of the opening to the Evans Gambit, and will be analysed under that heading.

VARIATION I.

4 P—Q 3

This is now recognised as White's best move, and has for its object the development of the Queen's Bishop to K 3.

4 Kt—B 3 (best)

Black can also play P—Q 3.

5 Kt—B 3

I prefer this to B—K 3. Black can play B × B; 6 P × B, P—Q 4; 7 P × P, Kt × P; 8 B × Kt, Q × B; 9 Kt—B 3, Q—B 4, and I prefer Black. If 5 Castles, P—Q 3.

5 P—Q 3 (best)

Not Castles, because of B—Kt 5.

6 B—K 3

Not B—Kt 5, because of P—K R 3. If then 7 B × Kt (not B—R 4, because of P—K Kt 4, followed by B—K Kt 5 with the better game); Q × B; 8 Kt—Q 5, Q—Q sq, and Black threatens Kt—R 4 or B—K Kt 5 with a good game.

6 B × B

I prefer this to B—Kt 3.

7	P × B	7	Kt—Q R 4
8	B—Kt 3	8	Kt × B
9	R P × Kt		

When an option presents itself, as in this case, it is generally good policy to effect capture with Pawn towards the centre.

9 `Castles

Although White has open files for his Rooks, I prefer Black's position.

VARIATION II.

4	P—Q B 3	4	Kt—B 3 (best)
5	P—Q 4 (best)	5	P × P (best)
6	P × P		

White can also play P—K 5. See Variation II. in Scotch Gambit.

6 B—Kt 5 ch

7 B—Q 2

If Kt—B 3, Black plays K Kt × P; 8 Castles, Castles; 9 Kt × Kt, P—Q 4, with equal game.

7 B × B (best)

If 7..., Kt × K P; 8 B × B, Kt × B; 9 B × B P ch, K × B; 10 Q—Kt 3 ch, and White has a fine game.

8	Q Kt × B	8	P—Q 4
9	P × P	9	K Kt × P
10	Q—Kt 3	10	Kt—R 4
11	Q—R 4 ch	11	P—B 3

Equal game.

VARIATION III.

Known as the "MAX LANGE."

4	Castles	4	Kt—B 3
5	P—Q 4		

I prefer Kt—B 3 or P—Q 3.

$$5 \quad \text{P} \times \text{P}$$

In Variation V., I give in place of this move B × P, which appears to be less complicated.

6	P—K 5	6	K Kt—Kt 5

Or P—Q 4, as shown in following variation.

$$7 \quad \text{B—K B 4}$$

Threatening P – K R 3. If B × P ch, K × B; 8 Kt—Kt 5 ch, K—Kt sq (best); 9 Q × Kt, P—Q 4 (not Kt × P or P.—Q 3); 10 Q—Kt 3, P—K R 3; 11 K Kt—B 3, K—R 2; 12 Kt—R 4, Kt—K 2; 13 Q—Q 3 ch, P—Kt 3; 14 P.—K B 4, R—B sq, and Black has the better development. Again 7 P—K R 3, K Kt × K P; 8 Kt × Kt, Kt × Kt; 9 R—K sq, P—Q 3; 10 P—K B 4, P—Q 6 dis. ch; 11 B—K 3, Kt × B; 12 B × B dis. ch, B—K 3; 13 P—B 5, Castles; 14 P × B, P × B; 15 P—K 7, Q—Q 5 ch; 16 K—R sq, K R—K sq, and Black should win. If instead 11 K—R 2, Q—R 5; 12 P × Kt, P × B P; 13 P × P dis. ch, B—K 3; 14 R × B ch, P × R; 15 P—Q 7 ch, K—K 2; 16 Q × P, B—Q 3 ch; 17 K—Kt sq, Q—K 8 ch, and wins.

		7	P—Q 3
8	P × P	8	B × P
9	R—K sq ch	9	B—K 2

In Black's favour.

This variation certainly presents some exceedingly brilliant and most difficult combinations, yet White's fourth move is a bad one, and leads to a lost game.

VARIATION IV.

4	Castles	4	Kt—K B 3
5	P—Q 4		

As already indicated I do not approve of this move.

		5	P × P (see B × P)
6	P—K 5	6	P—Q 4
7	P × Kt	7	P × B
8	R—K sq ch	8	B—K 3

Or K—B sq, in which case White may continue 9 B—K Kt 5, P ×
P; 10 B—R 6 ch, K—Kt sq; 11 Kt—B 3, Q B—Kt 5; 12 Q Kt—K 4,
B—K B sq; 13 B × B, K × B; 14 Q—Q 2, K—Kt 2, etc.

9	Kt—Kt 5	9	Q—Q 4 (best)
10	Kt—Q B 3	10	Q—B 4

Not P × Kt, because Q × Q wins the Queen.

11	Q Kt—K 4	11	B—K B sq

Black can also play 11..., B—Kt 3; 12 P—K Kt 4, Q—Kt 3 (not
Q × P ch; 13 Q × Q, B × Q; 14 P × P, R—K Kt sq; 15 Kt—B 6 double
ch, etc.); 13 P—K B 4, Castles; 14 P—B 5, B × P; 15 P × B, Q × P
on B 5, and Black although a piece down has a strong attack.

12	Kt × B P (best)	12	K × Kt

Not Bishop takes Knight, because of Kt—Q 6 double ch winning
the Queen.

13	Kt—Kt 5 ch	13	K—Kt sq
14	P × P	14	B × P
15	Kt × B, and White wins.		

VARIATION V.

4	Castles	4	Kt—B 3
5	P—Q 4	5	B × P
6	Kt × B	6	Kt × Kt

Not P × Kt, because of B—Q 5, for although White is a Pawn
down he ultimately regains it plus the better position.

7	P—K B 4	7	P—Q 3
8	P × P	8	P × P
9	B—K Kt 5	9	B—K 3
10	B—Q 3	10	Q—K 2

Threatening Q—B 4.

11	K—R sq	11	Castles Q R
12	Q—K sq	12	R—Q 3

And Black should win.

EVANS GAMBIT.

———

ALTHOUGH an offshoot of the Giuoco Piano, the Evans is a *fortissimo* game. Black should avoid giving White the chance of adopting it.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	B—B 4
4	P—Q Kt 4		

Whether it is better to accept or decline the Pawn is a debatable point. By retiring to Kt 3, Black at least loses a move; if White continue P—Kt 5, and Black play Kt—R 4 — his only reasonable move —White retires his Bishop to K 2, and although he in turn has lost a move, he has the satisfaction of knowing that Black's Knight is badly posted. If in place of Kt—R 4, Black tries Kt—Q 5, White secures the better position by 6 Kt × Kt, B × Kt ; 7 P—B 3, B—Kt 3 ; 8 P—Q 4, etc.

		4	B × P
5	P—B 3	5	B—R 4

This is better than B—B 4.

| 6 | P—Q 4 | 6 | P × P |

Black can also play 6..., P—Q 3, as shown in next variation.

| 7 | Castles | 7 | P—Q 3 (best) |

Not 7..., Kt—K B 3 ; 8 B × P ch, K × B ; 9 Kt—Kt 5 ch, K—K sq (best) ; 10 P—K 5, and should win ; for instance if 10..., Kt × P ; 11 R—K sq, P—Q 3 ; 12 P—K B 4, etc. Again 7..., P × P ; 8 Q—Kt 3, Q—B 3 (best) ; 9 P—K 5, Q—Kt 3 ; 10 Kt × P, B—Kt 3, probably best (not 10..., B × Kt ; for Q × B, and should win) ; 11 Kt—Q 5, Kt—R 4 ;

12 Q—B 3, Kt × B; 13 Q × Kt, Kt—K 2 (best); 14 Kt × Kt, K × Kt;
15 B—R 3 ch, K—K sq; 16 Kt—Q 4, B × Kt; 17 Q × B, P—Kt 3; 18
Q R—Q sq, and White has a good game.

VARIATION I.

6		6	P—Q 3
7	Castles (best)	7	B—Kt 3

If 7..., Kt—B 3; 8 Q—R 4. Kt × P; 9 B—Q Kt 5, winning a
piece. Again 7..., K Kt—K 2, White replies with Kt—Kt 5, with a
strong game.

8	P × P	8	P × P
9	Q × Q	9	K × Q

If Kt × Q, 10 Kt × P, Kt—K B 3; 11 B—K Kt 5, etc.

10	B × P	10	Kt—K B 3
11	B—Q 5 etc.		

VARIATION II.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	B—B 4
4	P—Q Kt 4	4	B—Kt 3
5	P—Q R 4	5	Kt × P
6	P—Q B 3	6	Kt—B 3
7	P—Q 4, followed by Castling.		

I like to play the attack in the Evans, and would certainly not give
anyone the opportunity of playing it upon me. My remarks on the
Two Knights' Defence and the Giuoco will make it clear why I do
not treat the Evans at greater length.

TWO KNIGHTS' DEFENCE.

———

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	Kt—K B 3
4	Castles (prob. best)	4	Kt × P
5	Kt—Q B 3		

Best, for White appears to gain nothing by making an immediate attempt to regain the Pawn. Should he play 5 R—K sq, Black replies with P—Q 4. Again if White play 5 P—Q 3, Black retires his Kt to B 3 and threatens P—Q 4, etc.

		5	Kt × Kt
6	Q P × Kt	6	B—K 2 (best)

Black may play 6..., P—K B 3, and if White reply 7 Kt—R 4, then 7..., Kt—R 2, with the double object of P—K Kt 3 or P—Q 4, but as the defence is difficult I prefer simple lines, especially for the young student.

7	Q—Q 5	7	Castles
8	Kt × P	8	Kt × Kt
9	Q × Kt	9	P—Q 3

Or 9..., P—Q B 3, and the position is about equal.

VARIATION I.

4	P—Q 4

It is a debatable point as to whether this or Castles is best at this juncture.

		4	P × P (best)

Not Kt × K P, for then 5 P × P, Kt—B 4 (best); 6 Castles, B—K 2; 7 Kt—Q B 3, Castles; 8 B—K 3, P—Q 3 (if 8..., Kt—K 3; 9 Kt—Q 5); 9 B × Kt, P × B; 10 Q × Q, B × Q, and White has rather the better of the position.

5	P—K 5	5	P—Q 4 (best)
6	B—Q Kt 5		

Not 6 P × Kt, P × B ; 7 P × P, B × P, and Black has an advantage.

		6	Kt—K 5
7	Kt × P	7	B—Q B 4
8	Castles		

I cannot recommend 8 Kt × Kt, B × P ch ; 9 K—B sq, Q—R 5 (or A) ; 10 Kt—Q 4 dis. ch, P—Q B 3 ; 11 Kt—B 3, Q—R 4 ; 12 B—K 2, B—Q Kt 3 ; 13 Kt—Q 4, Kt—Kt 6 ch ; 14 K—K sq, Q—R 5 ; 15 Kt—K B 3, B—B 7 ch ; 16 K × B, Kt—K 5 dbl. ch ; 17 K—K 3, Q—B 7 ch, and should win. In this sub-variation, in place of 9 Q—R 5, Black has a simple and effective move in (A) 9 .., P × Kt ; 10 B × P ch, K—B sq ; and White's game is hopeless, for he has no effective means of coping with B—Q R 3.

		8	B—Q 2
9	Kt × Kt	9	P × Kt
10	B—Q 3, equal position.		

VARIATION II.

4	Kt—Q B 3	4	Kt × P
5	Kt × Kt (or Var. 4)	5	P—Q 4
6	B × P	6	Q × B
7	Kt—Q B 3	7	Q—K 3
8	Castles	8	B—Q 3

Slightly in Black's favour, as he possesses two Bishops.

VARIATION III.

4	Kt—Q B 3	4	Kt × P
5	B × P ch (or Castles)	5	K × B
6	Kt × Kt	6	P—Q 4
7	K Kt—Kt 5 ch (best)		

Not Q Kt—Kt 5 ch, for after K—Kt sq Black threatens P—K 5 winning a piece.

7	K—Kt sq (best)

If 7..., K—K sq ; 8 Q—R 5 ch, P—Kt 3 ; 9 Q—B 3, etc., winning.

8	Q—B 3	8	Q—Q 2 (best)
9	Kt—K Kt 3		

Black threatens 9..., Kt—Q 5.

9	P—K 5

And Black has the better position. If Kt (Kt 3) × P, P—K R 3 should win.

VARIATION IV.

4	Kt—Kt 5	4	P—Q 4 (best)
5	P × P (best)	5	Kt—Q R 4 (best)

This is better than Kt × P, which leads to a very difficult and intricate game.

$$6 \cdot B—Kt \ 5 \ ch$$

Not 6 P—Q 3, P—K R 3 ; 7 Kt—B 3, P—K 5 ; and Black has excellent value in his position for the loss of the Pawn.

		6	P—Q B 3
7	P × P	7	P × P
8	B—K 2		

Best. If 8.., Q—B 3, P × B ; 9 Q × R, Kt—Kt 2 ; and Black obtains a very strong development for the loss of the exchange. Further, he can keep White's Queen out of play with every prospect of ultimately winning it. Again, if 8 B—Q 3, Kt—K Kt 5 (threatening Q × Kt) ; 9 Kt—K B 3 (not Kt × R P, as Black replies 9 .., R × Kt ; 10 B × R, Q—R 5 ; winning the Bishop by threatening mate), B—Q B 4 ; 10 Castles, P—K B 4 ; and Black has a fine game and should win.

		8	P—K R 3
9	Kt—K B 3 (best)	9	P—K 5
10	Kt—K 5	10	Q—B 2
11	P—K B 4 (best)	11	B—Q 3
12	P—Q 4	12	Castles, &c.

Black may also continue 10..., Q—Q 5 ; 11 P—K B 4, B—Q B 4 ; 12 R—B sq, B—Kt 3 ; 13 P—Q B 3, Q—Q 3 ; 14 P—Q Kt 4, Kt—Kt 2 ; 15 Kt—R 3, Castles ; etc.

THREE AND FOUR KNIGHTS' GAME.

THIS is a slow game, and can be turned into the Double Ruy Lopez. I don't propose to deal at any length with it. I will confine myself to an examination of the leading line of play and then leave the student to judge for himself.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	Kt—Q B 3		

The Three Knights' Game.

		3	Kt—K B 3

And we have the Four Knights.

4	B—Q Kt 5		

Turning it into the Ruy Lopez. This is better than B—B 4, for in that case we have the Two Knights' Defence. See Variations III. and IV. in that opening.

		4	B—Q Kt 5

The Double Ruy Lopez.

5	Castles	5	Castles

If 5..., P—Q 3; 6 P—Q 4, B × Kt; 7 P × B, Kt × K P; 8 Q—Q 3, P—Q 4; 9 B × Kt (or Kt × K P), and the position is in White's favour.

6	P—Q 3	6	P—Q 3
7	B—K Kt 5	7	Kt—K 2
8	Q B × Kt	8	P × B
9	Kt—R 4	9	Kt—Kt 3
10	Q—R 5	10	P—B 3
11	B—B 4	11	Kt × Kt
12	Q × Kt	12	B × Kt
13	P × B	13	P—Q 4
14	P × P	14	P × P
15	B—Kt 3	15	K—R sq

Difficult position in White's favour.

PETROFF'S DEFENCE.

———

THE Petroff is a sound defence, which gives Black a fine open game. It possesses the merit of a Counter Attack; is superior to the French, and equal to the Sicilian. Players who wish to avoid the Ruy Lopez and Scotch should study this opening.

WHITE.		BLACK.	
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—K B 3
3	Kt × P	3	P—Q 3 (best)

If 3..., Kt × P, White replies 4 Q—K 2, &c.

4	Kt—K B 3 (best)	4	Kt × P
5	P—Q 4 (best)		

If 5 Q—K 2, then 5 .., Q—K 2. White gains no advantage from 5 P—Q 3. If 5 Kt—Q B 3, Black plays 6..., Kt × Kt !, not P—Q 4, as White may then reply Q—K 2, with effect.

5 B—K Kt 5

Superior to 5 .., P—Q 4, or 5 .., B—K 2. The text move makes White's subsequent play most difficult. If 5 .., P—Q 4, the reply 6 P—Q B 4 is very strong.

6 B—K 2

If 6 Q—Q 3 or 6 Q—K 2, Black answers 6.. , Q—K 2. If 6 B—Q 3, Kt—K B 3, and the pin on the Knight is still more effective.

6 B—K 2

Black should delay playing P—Q 4 as long as possible; the Knight being unable to go to K 5.

7 Q Kt—Q 2

Probably best. If 7 Q—Q 3, P—Q 4; 8 Q—Kt 5 ch, Kt—Q B 3; 9 Q × Kt P, Kt—Q Kt 5, &c.

		7	Kt × Kt
8	B × Kt	8	Castles

Even Game.

VARIATION I.

3	P—Q 4	3	Kt × P (best)

Black can also play 3..., P × P, or 4..., P—Q 4, as shown in the Variations II. and III.

4	B—Q 3 (best)	4	P—Q 4 (best)
5	Kt × P	5	Kt—Q B 3 (best)

B—Q 3 may also be played, when the following variation, by Mr. John F. Barry, Boston, U.S.A., might occur : 6 Castles, Castles ; 7 P—Q B 4, B × Kt ; 8 P × B, Kt—Q B 3 ; 9 P—K B 4, B—B 4, and Black's position is superior.

6	Kt × Kt	6	P × Kt
7	B × Kt	7	P × B

Black's Pawns are doubled and isolated, yet in this position he generally secures the better game, having two Bishops against Kt and Bishop.

8	Castles	8	P—K Kt 3

As played by Schlechter.

9	R—K sq	9	P—K B 4
10	P—K B 3	10	B—Kt 2
11	P—Q B 3	11	Castles
12	P × P	12	P × P
13	R × P	13	B—Q R 3

Black's game for choice, because of his fine development.

VARIATION II.

3	P—Q 4	3	P × P

I prefer 3..., Kt × P.

4	P—K 5	4	Kt—K 5
5	Q × P		

Much better than 5 Q—K 2, to which Black replies with 5 B—Kt 5 ch ; 6 K—Q sq, P—Q 4 ; 7 P × P *en passant* P—K B 4 ; 8 P × P (if

instead 8 Kt—Kt 5, Q × P ; 9 P—K B 3, P—K R 3 ; 10 Kt—R 3, Cas-
tles ; 11 P × Kt, P × P ; 12 Q × P (best), B—K B 4, followed by Kt—Q
B 3, and Black although a piece minus has the best position), Q × P ;
9 Kt × P. Steinitz gives this as the better game for White, although
I prefer Black, continuing with 9 Castles, etc.

		5	P—Q 4 (best)
6	P × P *en pass.* (best)	6	Kt × P
7	B—Q 3	7	Kt—Q B 3
8	Q—K B 4	8	B—K 2
9	Castles	9	B—K 3
10	Kt—Q B 3	10	Q—Q 2

Equal Game.

VARIATION III.

3	P—Q 4	3	P—Q 4
4	Kt × P	4	Kt × P

If 4..., P × P, White replies 5 B—Q B 4, forcing 5..., B—K 3.

5	B—Q 3

(See Variation II.)

Black has now the choice of 5..., B—K 2 ; 5.., B—Q 3 ; and
5..., Kt—Q B 3. But I strongly recommend Kt—Q B 3, as
otherwise Black has difficulty in coping with 6 P—Q B 4.

VARIATION IV.

3	B—B 4

I prefer 3 P—Q 4 or 3 Kt × P.

3	Kt × P

4	Kt—Q B 3

Probably White's best reply.

4	Kt—Q B 3

And we have Variations III. and IV. in the Two Knights' Defence,
arrived at by transposition of moves. 4..., Kt × Kt leads to the
Boden-Kieseritzky attack.

PHILIDOR'S DEFENCE.

THIS defence is contrary in principle to all I have written concerning the game, consequently it is in my opinion most unsatisfactory. I condemn the Philidor because it is a defence pure and simple, and advocate those lines of play for Black which combine defence and counter attack. For the information of the student I give an illustration of the defence as follows :—

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	P—Q 3

This constitutes the Philidor. White's best move in reply is P—Q 4, although by B—B 4 he also holds the position.

3   P—Q 4

Black cannot play P × P in reply, as that would only further open up the attack against his position. P—K B 3 or P—K B 4 are also bad. If B—K Kt 5, White can continue with P × P. If then ..., B × Kt, Q × B, and White at this early stage has a strong game. We therefore try—

3   Kt—Q 2

If Black play 3..., P—K B 4; 4 K P × P, P—K 5; 5 Kt—Kt 5, B × P ; 6 Kt—Q B 3, Kt—K B 3 ; 7 P—K B 3, P—Q 4 ; 8 P × P, B × P ; 9 Q Kt × B, Kt × Kt ; 10 Kt × Kt, P × Kt ; 11 Q—R 5 ch, and wins.

4	B—Q B 4	4	P—K B 3
5	P—Q B 3		

Threatening Q—Kt 3, etc.

		5	Kt—Kt 3
6	B—Kt 3	6	B—K Kt 5
7	P—K R 3	7	B—R 4
8	Kt—Q 2	8	Kt—K 2
9	Kt—B sq	9	Q—Q 2
10	Kt—Kt 3		

And White continues to hold the position, and ultimately brings further pressure to bear upon Black's weakness.

PONZIANI'S OPENING.

THERE is no point in White's third move unless Black plays badly. For that reason alone the Ponziani can never rank among the best openings. As in the case of the Vienna (it is perhaps more marked in this opening) White practically surrenders the privilege of the first move. Black has two complete replies to P—Q B 3 in P—Q 4 or Kt—K B 3. The game can proceed as follows :—

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	P—Q B 3	3	P—Q 4
4	B—Kt 5	4	P—B 3
5	Q—R 4	5	K Kt—K 2
6	P × P	6	Q × P
7	Castles	7	P—K 5
8	Kt—Q 4	8	B—Q 2

Position after Black's 8th move (B—Q 2) :—

BLACK.
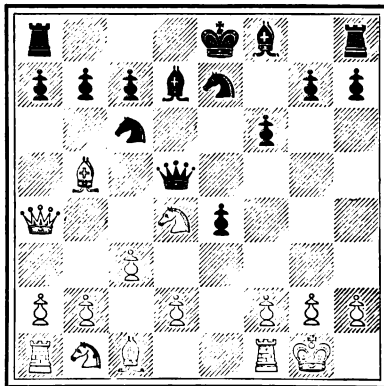
WHITE.

And I prefer Black's position. If White continue—

9	Kt × Kt	9	Kt × Kt
10	R—K sq	10	Castles
11	R × P	11	P—Q R 3

Black wins. White must not attempt to force the opening or Black will secure a winning development.

VARIATION I.

| | | 3 | Kt—K B 3 |
| 4 | P—Q 4 | 4 | Kt × K P |

This is superior to P × P.

| 5 | P—Q 5 | 5 | B—B 4 |

think the attack and two Pawns well worth a Knight, especially in positions where the opposing King's movement is restricted.

| 6 | P × Kt |

There seems nothing better.

| | | 6 | B × P ch |

I prefer this to 6 Kt × B P.

| 7 | K—K 2 | 7 | Kt P × P |

To be followed by B—R 3 ch or P—Q 4.

SCOTCH GAME.

——

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	P—Q 4	3	P × P (best)
4	Kt × P		

If White play 4 B—Q B 4, we have the Gambit as shewn in Variation I.

		4	Kt—K B 3 (best)

4..., Q—R 5, and 4..., B—B 4 are inferior to the text move.

5	Kt × Kt	5	Kt P × Kt (best)
6	B—Q 3		

If White play 6 P—K 5, Q—K 2 ; 7 Q—K 2, Kt—Q 4 ; 8 P—Q B 4, B—R 3, and Black has the better position, having gained in development.

		6	P—Q 4 (best)
7	P × P		

Not 7 P—K 5, Kt—Kt 5 ; 8 B—K B 4, B—Q B 4 (if 8 Q—K 2, B—Q B 4 ; 9 Castles, Q—R 5 ; 10 B—B 4, Kt × B P ; 11 B—Kt 3, Kt—K 5 dis. ch ; 12 B—B 2, B × B ch ; 13 R × B, Q × R ch ; 14 Q × Q, Kt × Q, and wins) ; 9 Castles, P—K Kt 4 ; 10 B—Kt 3, P—K R 4 ; 11 P—K R 3, P—R 5 ; 12 B—R 2, Kt × B ; 13 K × B, B—Q 5, and should win. Again 7 P—K 5, Kt—Kt 5 ; 8 Castles, B—Q B 4 ; 9 P—K R 3, Kt × K P ; 10 Q—K 2, Q—B 3 ; 11 R—K sq, Castles ; 12 Q × Kt, Q × P ch ; 13 K—R sq, B × R P ; 14 P × B, Q—B 6 ch ; 15 K—R 2, B—Q 3, and wins.

		7	P × P
8	Castles	8	B—K 2
9	B—K Kt 5	9	Castles
10	Kt—B 3	10	P—Q B 3

I prefer Black's position.

SCOTCH GAMBIT.

VARIATION I.

WHITE.	BLACK.
4 B—Q B 4	4 B—B 4

The best reply.   White's choice now lies between 5 P—Q B 3 and 5 Castles.   I do not recommend the line of play resulting from 5 Kt—Kt 5, as Black gets the better game.

5 Castles	5 P—Q 3

5..., Kt—K B 3 can also be played here, but the defence resulting therefrom is very difficult and intricate.   The text move is simple and quite as effective.   6 P—K 5 is met by P—Q 4, which in turn is answered by B—Q Kt 5.   6 P—Q B 3 is met by 6..., B—K Kt 5, etc.

VARIATION II.

5 P—Q B 3	5 Kt—K B 3 (best)

Not 5..., P × P as 6 B × P ch, K × B ; 7 Q—Q 5 ch, regaining the piece with a good position.

6 P—K 5 (best)	6 P—Q 4 (best)
7 B—Q Kt 5	

Not 7 P × Kt, P × B ; 8 P × Kt P, R—Kt sq ; and Black's development is superior

	7 Kt—K 5 (best)
8 P × P (best)	

Not 8 Kt × P, Castles ; 9 B × Kt, P × B ; and again Black gets the better game.

	8 B—Kt 5 ch
9 B—Q 2	9 Kt × B
10 Q Kt × Kt	10 Castles (best)

Black has two Bishops, which I consider a slight advantage.

VARIATION III.   Kt—Kt 5 ATTACK.

5	Kt—Kt 5	5	Kt—K R 3 (best)
6	Kt × K B P	6	Kt × Kt
7	B × Kt ch	7	K × B
8	Q—R 5 ch	8	P—Kt 3
9	Q × B	9	P—Q 4 (best)

If White now continue with 10 P × P, R—K sq ch ; 11 K—Q sq, Q—B 3 ; 12 P × Kt, B—Kt 5 ch ; 13 P—B 3, B × P ch ; 14 P × B, Q × P ch ; and mate next move. If for 11 White try K—B sq, P—Q Kt 3 ; threatening B—R 3 ch and winning.

10	Q × P ch	10	Q × Q
11	P × Q	11	Kt—Kt 5

And Black has the better game.   If, however, in place of 5..., Kt—K R 3 ; Black had played 5..., Kt—K 4 ; 6 Kt × B P, Kt × Kt ; 7 B × Kt ch, K × B ; 8 Q—R 5 ch, P—Kt 3 ; 9 Q × B, and White obtains a decided advantage.

VARIATION IV.

Kt—Kt 5 ATTACK (CONTINUED).

5	Kt—Kt 5	5	Kt—K R 3
6	Q—R 5	6	Q—K 2

If 6..., Kt—K 4 ; 7 Kt—K 6, Q—B 3 ; 8 Kt × Kt P ch, Q × Kt ; 9 B × Kt, Q—B 3 ; 10 Castles, P—Q 3, and White should win.

7	P—K B 4

If 7 Castles, P—Q 3 (threatening B—Kt 5) ; 8 P—K R 3, B—Q 2, and Castling Q R next move, Black has the better game.   Again, if instead of P—K B 4 White try 7 Kt × B P, Kt × Kt ; 8 B × Kt ch, Q × B ; 9 Q × B, P—Q 3, and still the game is in Black's favour.

	7 P—Q 3
8 Castles	

Not 8 P—B 5, because of B × P.

	8 B—Kt 5

And Black has the better game.   If White continue with B × P ch, Q × B, etc.

VARIATION V.   Kt—Kt 5 (CONTINUED).

		6	Castles
7	B × B P ch	7	K—R sq

Position after Black's 7th move (K—R sq) :—

BLACK.
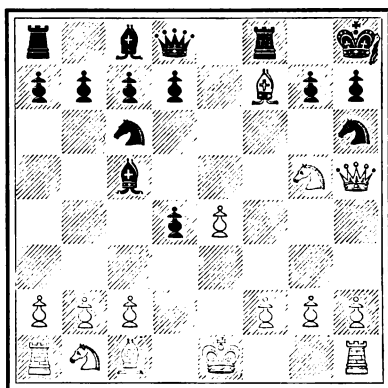
WHITE.

8   B—Kt 6, and wins.

Not 8 Kt × R P, because of 8..., R × B ; 9 B × Kt, P × B ; 10 Q × R, Q—K 2 ; 11 Q × Q, B × Q, and the White Kt is lost.

RUY LOPEZ.

WHITE.		BLACK.	
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	Kt—B 3
4	Castles	4	Kt × P
5	R—K sq	5	Kt—Q 3

Many experts consider 5 P—Q 4 slightly stronger.

| 6 | Kt × P | 6 | Kt × Kt |

If 6..., B—K 2 ; 7 B × Kt, Q P × Kt ; 8 P—Q 4, Castles. Again if 6..., B—K 2 ; 7 Kt—Q B 3, Castles ; 8 P—Q 4, Kt × B.

| 7 | R × Kt ch | 7 | B—K 2 |
| 8 | B—Q 3 | | |

Played by Steinitz against Zukertort, 1886, fourteenth game, but the move is against principle, and is only acceptable because Black Kt at Q 3 has already transgressed against modern theory.

		8	Castles
9	Kt—B 3	9	Kt—K sq
10	P—Q Kt 3	10	P—Q B 3
11	B—Kt 2	11	P—Q 4
12	Q—R 5		

This is the strongest continuation, as played by Janowski *versus* Burn. Steinitz played 12 Q—B 3, and the game was drawn.

| | | 12 | Kt—B 3 |

If 12..., P—K Kt 3 ; 13 Kt × Q P, P × Q (not 13..., P × Kt ; 14 Q × R P ch, K × Q ; 15 R—R 5 ch and mates next move) ; 14 Kt × B ch (not 14 B × P ch, because of 14..., K—R sq. If instead 14..., K × B, 15 R × P ch, K—Kt 3 ; 16 Kt—B 4 mate) ; 14..., Q × Kt (if instead 15..., K—R sq, or 15..., K—Kt 2 ; 16 R × R P dis. ch, and mates next move by 17..., R × R P mate) ; 15 R × Q, and wins. Again if 13..., Q × Kt ; 14 Q—R 6, Q moves ; 15 R—R 5, and wins.

| 13 | Q—R 4 | 13 | P—K R 3 |

And White for choice !

VARIATION I.　Kt—K B 3 DEFENCE.

3　Kt—K B 3

This is the favourite defence of many of the masters, including Dr. Lasker. White has four good lines of play at his disposal, namely 4 P—Q 3. 4 P—Q 4, 4 Kt—Q B 3, and 4 Castles (best).

| 4 | Castles | 4 | Kt × P |
| 5 | P—Q 4 (best) | 5 | Kt—Q 3 (best) |

If Black play 5 .., P × P ; 6 R—K sq, P—Q 4 ; 7 Kt × P, B—Q 2, White wins a piece by 8 P—K B 3. Again if 5 .., B—K 2, White has the choice of 6 P × P or 6 P—Q 5, either of which gives him an advantage.

6　B × Kt

White can also play 6 P × P, Kt × B ; 7 P—Q R 4, regaining the piece, with a good game. If White play 6 B—R 4, P—Q Kt 4 ; 7 B—Kt 3, P—K 5 ; 8 Kt—K 5, B—K 2 ; 9 Kt—Q B 3. and the game will become difficult and complicated, but still to White's advantage.

6　Kt P × B

If 6..., Q P × B ; 7 P × P, Kt—B 4 ; 8 Q × Q ch, K × Q ; I prefer White's game.

7　P × P　　　　　　　7　Kt—Kt 2

This is the best square for the Knight, as it can, when required, be brought speedily into action at K 3. The position, however, is slightly in White's favour, with continuing moves of 8 Q—K 2, 8 Kt—Q B 3, 8 Kt—Q 4, 8 B—B 4, and 8 P—Q Kt 3, etc.

RUY LOPEZ.　3..., P—K B 4 DEFENCE.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	P—K B 4

White has now a great variety of moves. In the first place I dispense with 4 B × Kt, Q P × B ; 5 Kt × P, Q—Q 5 ; 6 Kt—K B 3, Q × P ch ; 7 Q—K 2, Kt—K B 3 ; 8 Kt—Q B 3, Q × Q ; 9 Kt × Q, B—Q 3 ; 10 Castles, Castles ; 11 P—Q 3, B—Q 2 ; 12 B—Q 2, Q R—K sq ; 13 Q R—K sq, P—B 4 ; 14 Kt—Q B 3, B—B 3. It is a slight advantage to have two Bishops against two Knights ; for this reason I prefer Black's game here. If White play—

4   P × P

The game proceeds as follows—

4   P—K 5

5   B × Kt

Not 5 Q—K 2, as Black replies 5..., Q—K 2 ; 6 B × Kt, Kt P × B ;
7 Kt—Q 4, P—B 4 ; 8 Q—R 5 ch, Q—B 2 ; 9 Q × Q, K × Q ; 10 Kt—
K 2, P—Q 4, and the game is slightly in Black's favour, as he will
regain the Pawn and have two Bishops against Bishop and Knight.

		5	Q P × B
6	Kt—K 5	6	B × P

And Black has the better game.   If White now continue—

7	Q—R 5 ch	7	P—Kt 3
8	Kt × P	8	B × Kt
9	Q—K 5 ch	9	Q—K 2
10	Q × R	10	Kt—B 3

And wins the Queen by Castling and B—Kt 2.

VARIATION I.   P—K B 4 DEFENCE.

4   P—Q 3

This is White's best move.

4   Kt—K B 3

5   Kt—Q B 3

If White play 5 P × P, then 5.. , B—B 4 ; 6 B × Kt, Q P × B ; 7 Kt
× P, B × P ch ; 8 K × B, Q—Q 5 ch, and should win.

		5	B—Kt 5
6	Castles	6	B × Kt
7	P × B	7	P—Q 3

Equal game, leading to very pretty position play.   If 6 B—Q B 4,
P—Q 3 ; 7 Kt—Kt 5, Q—K 2 ; 8 B—B 7 ch, K—Q sq, and the game
is in Black's favour.

VARIATION II.   P—K B 4 DEFENCE.

4	P—Q 3	4	Kt—K B 3
5	Q—K 2	5	Kt—Q 5
6	Kt × Kt	6	P × Kt
7	P × P dis. ch	7	B—K 2

Followed by Castles (if 8 B—B 4, P—Q 4), shutting out White's King's Bishop by means of P—Q B 3, etc. If instead of 7 P × P dis. ch, White plays 7 P—K 5, then 7..., Kt—Q 4; 8 P—K 6, Q—K 2; 9 P × P ch, B × P; 10 B × B ch, K × B; 11 Q × Q, B × Q; and Black has a good position with much superior development.

VARIATION II. (CONTINUED).

4	Q—K 2	4	Kt—K B 3

4..., P × P, as suggested by Teichmann, gives Black a fine game.

5	Kt—Q B 3	5	Kt—Q 5

Mr. H. E. Atkins considers this best.

6	Kt × Kt	6	P × Kt
7	P—K 5		

If 7 P × P dis. ch, B—K 2, and Black Castles next move, with a fine game.

		7	Kt—Kt 5
8	P—K R 3	8	Kt—R 3
9	Kt—Kt sq		

If 9 Kt—Q 5, P—Q B 3; 10 Kt—B 6 ch, K—B 2; 11 B—B 4 ch, P—Q 4; 12 P × P *en pas.* dis. ch, K × Kt, and Black should win. If 9 P—K 6, P—Q B 3; 10 P × P dis. ch, and Black should win.

		9	Q—Kt 4
10	Castles	10	P—B 5
11	P—Q 3	11	B—K 2
12	Kt—Q 2	12	Castles
13	Kt—B 3	13	Q—Kt 3
14	Kt × P	14	P—Q 4

Black's position is worth more than a Pawn.

VARIATION III. P—K B 4 DEFENCE.

4	P—Q 3	4	Kt—K B 3
5	Castles		

For 5 P—Q R 3 (Maroczy) see next variation.

		5	P—Q 3 (best)
6	Kt—Q B 3	6	B—K 2

Not B—Q 2, as that would enable White to play P—Q R 3 and retain his King's Bishop.

7	B—Q B 4	7	Kt—Q R 4

With the object of capturing the Bishop.

VARIATION IV. P—K B 4 DEFENCE.

5	P—Q R 3	.

This is considered by Maroczy to be White's best move.

		5	P × P
6	P × P	6	P—Q 3
7	Castles	7	B—Kt 5
8	Kt—Q B 3	8	B—K 2
9	Q—Q 3	9	B × Kt
10	Q × B	10	Castles
11	B—B 4 ch	11	K—R sq
12	Q—R 3	12	Kt—Q 5

Equal game.

VARIATION V. P—K B 4 DEFENCE.

4	P—Q 4	

White cannot play this move with advantage.

		4	B P × P
5	Kt × P	5	Kt × Kt
6	P × Kt	6	P—Q B 3
7	Castles		

E

Sacrificing a piece for the attack. If 7 B—B 4, then 7..., Q—R 4 ch; 8 B—Q 2, Q × K P, and should win.

		7	P × B
8	Kt—Q B 3	8	P—Q 4 (best)
9	P × P *en passant*	9	Q × P
10	Q—R 5 ch	10	Q—Kt 3
11	Q × Kt P ch	11	B—Q 2
12	Q × P	12	B—Q B 3

And Black, although a piece ahead, has still a difficult game; but by manœuvring so as to force an exchange of Queens he should more than hold his own. For instance, if 13 Q—B 7, Q—Q 3; 14 Q × Q, B × Q wins. Again if 13 Q—Q Kt 3, P—K 6; 14 P—K B 3, B—B 4; 15 K—R sq, Kt—K 2, and wins.

VARIATION VI. P—K B 4 DEFENCE.

4	P—Q 3	4	Kt—K B 3
5	B—K Kt 5	5	B—K 2

This is preferable to 5..., P—K R 3 or 5..., P—Q 3.

6 Kt—Q B 3

Not 6 B × Q Kt, Q P × B; 7 P × P, B—Q 3; 8 Castles, Castles; 9 Kt—Q B 3, B × P, and the position is slightly in favour of Black. I do not recommend 9 R—K sq or 9 Kt—K R 4. Trying to win a Pawn or hold a Pawn, at the expense of a developing move, is against all principle.

		6	P—Q 3
7	Castles		

If 7 B—B 4, Kt—Q R 4, etc.

		7	Castles
8	B—B 4 ch	8	K—R sq

I consider 5 B—K Kt 5 is premature, and here I prefer Black's position.

VARIATION VII. P—K B 4 DEFENCE.

4	Kt—Q B 3	4	P × P

4..., Kt—K B 3 may also be played with safety.

5	Q Kt × P	5	P—Q 4

Black may also reply with 5..., Kt—K B 3.

6	K Kt × P	6	P × Kt
7	Q—R 5 ch		

For 7..., Kt × Kt, see next Variation.

		7	P—Kt 3 (best)
8	Kt × P	8	P × Kt
9	Q × R		

For 9 Q × P ch, see Variation X.

		9	Q—B 3
10	Q × Q (best)	10	Kt × Q

And I prefer Black. If instead of 10 Q × Q White play Q × Kt, Black wins as follows: 10..., B—K 3; 11 Q—R 7, Castles; 12 P—K Kt 3, B—B 4, and the White Queen is lost, to say nothing of the threatened mates.

VARIATION VIII. P—K B 4 DEFENCE.

7	Kt × Kt	7	Q—Kt 4
8	Q—K 2		

Probably best.

		8	Kt—K B 3 (best)
9	Kt × R P dis. ch	9	P—B 3
10	Kt × P	10	P × Kt
11	B × P ch	11	K—B 2
12	B × R	12	Q × Kt P
13	R—B sq		

Not 13 Q—B sq, because of 13..., Q—B 6, followed by B—K Kt 5.

		13	B—Q 3
14	P—Q 3	14	R—K sq
15	B—K 3	15	B—R 3

Black can also play 15..., B—K R 6 or 15..., B × P, with a good game.

VARIATION IX. P—K B 4 DEFENCE.

9	Q × P ch	9	K—K 2
10	Q × P ch	10	B—K 3
11	B—B 4	11	Q—Q 3
12	P—Q 3		

If 12 Castles, Q × R P mate ; or 12 P—Q 4, Q—Q Kt 5 ch wins the Bishop.

                                   12   Q—K 4

Forcing exchange of Queens, and Black should win.

Having examined the leading variations resulting from the P—K B 4 Defence, I proceed with the P—Q R 3 Defence.

RUY LOPEZ. 3..., P—Q R 3 DEFENCE.

                                   3   P—Q R 3

    4   B—R 4

Not B × Kt, as the King's Bishop is the key to White's attack. ✸ If 4 B × Kt, Q P × B ; 5 Kt × K P, Q—Q 5.

                                   4   Kt—K B 3

4..., P—Q Kt 4 drives the Bishop to Kt 3. A strong position, because if 5..., Kt—Q R 4, too much time is lost by exchanging the Kt for Bishop.

    5   P—Q 4

I prefer this to the slow line of play resulting from P—Q 3. If instead 5 Castles, see Variation III.

                                   5   P—Q Kt 4

If Black play 5.. , P × P, White replies 6 P—K 5, with a good game. Again if 5.., Kt × K P ; 6 P × P, Kt—B 4 ; 7 B × Kt, Q P × B ; 8 Q × Q, K × Q ; 9 Castles, or 9 Kt—Q B 3, in White's favour.

6	P × P	6	K Kt × P
7	B—Kt 3	7	Kt—B 4
8	B—Q 5		

And I prefer White's position.

VARIATION I. P—Q R 3 DEFENCE.

		5	K Kt × P
6	Castles	6	P—Q Kt 4
7	B—Kt 3	7	P—Q 4
8	P × P	8	B—K 3
9	P—Q R 4	9	R—Q Kt sq
10	P × P	10	P × P
11	P—Q B 3		

I prefer 11 Kt—Q B 3.

	11	B—Q B 4
12 Q Kt—Q 2		

Not 12 Kt—Q 4, as Black may safely play 12..., Kt × K P; if then 13 B—K B 4, Q—B 3; 14 B × Kt, Q × B; 15 Kt—B 6, Q—B 3, maintaining the Pawn, with the superior game. White cannot play 16 Kt × R, on account of 16..., Kt × B P winning.

	12	Castles

Black for choice.

VARIATION II. P—Q R 3 DEFENCE.

5	Castles	5	Kt × P

5..., B—K 2 is also a sound defence ; for instance, should Black play 5..., B—K 2, White gains no advantage by 6 B × Kt, Q P × B ; 7 Kt—Q B 3, B—K Kt 5 ; 8 P—K R 3, B × Kt ; 9 Q × B, Q—Q 3. If 10 P—Q 3, Castles Queen's side, and Black for choice. If 5..., B—K 2 ; 6 Kt—Q B 3, P—Q 3 ; 7 P—Q 4, P—Q Kt 4 ; 8 P × P, P × P ; 9 Q × Q. Even game.

6	P—Q 4

If 6 R—K sq, Black replies 6..., Kt—B 4, etc.

		6	P—Q Kt 4
7	B—Kt 3	7	P—Q 4
8	P—Q R 4	8	R—Q Kt sq

Superior to either 8..., P—Q Kt 5 or 8 B—Kt 2.

9	P × Kt P	9	R P × P

10	P × P	10	B—K 3
11	Kt—Q B 3		

This move can be played instead of the more usual 11 P—Q B 3.

		11	Kt × Kt
12	P × Kt	12	B—Q B 4

Probably stronger than 12..., B—K 2.

13	Kt—Q 4	13	B × Kt

Not 13..., Kt × K P, because of 14 B—K B 4.

14	P × B	14	Castles
15	P—Q B 3		

I prefer White's position.

RUY LOPEZ.   3 P—Q 3 DEFENCE.

3   P—Q 3

This move was for a long time considered Black's best defence, but Dr. Lasker demonstrated its weakness in his match against Steinitz.   The main objection to P—Q 3 is that it is too restrictive.

4   P—Q 4 (best)   4   B—Q 2 (best)

If Black plays 4..., P × P ; 5 Kt × P, B—Q 2 ; 6 Kt × Kt, P × Kt (if 6..., B × Kt ; 7 B × B) ; 7 B—R 4, and Black's Pawn position is weak.

5   Kt—Q B 3

5 P—Q 5 is weak, because it reduces the scope of the Bishop.   5 P—B 3 is also weak, as the following variation shows : 5 P—B 3, Kt—B 3 ; 6 B—Kt 5, B—K 2 ; 7 Q Kt—Q 2, Castles ; 8 Castles, Kt—K sq ; 9 B × B, Q × B, and eventually Black plays P—K B 4, obtaining the better position.

5   Kt—K B 3

I prefer this to Steinitz's favourite continuation of 5..., Kt—K 2.

6	B—Kt 5	6	B—K 2
7	Castles		

There is no advantage in P—Q 5.   Black replies Kt—Kt sq, as White has already lost time and blocked the action of his own forces.

7   Castles

This is the best position Black can obtain from the P—Q 3 Defence, yet the disposition of his forces is inferior to White's.

8   P—K R 3

White's game is better developed.

RUY LOPEZ.   3 B—B 4 DEFENCE.

3   B—B 4

This move cannot be played to advantage.

4   P—Q B 3 (best)   4   P—Q 3 (best)

Not 4..., Kt—K B 3, because of 5 P—Q 4, P × P ; 6 P—K 5, Kt—K 5 ; 7 P × P, B—Kt 5 ch ; 8 Q Kt—Q 2, to White's advantage.

5   P—Q 4   5   P × P

If 5..., B—Kt 3 ; 6 P—Q 5 !

6   P × P   6   B—Kt 5 ch
7   Kt—Q B 3   7   B—Q 2

7..., B × Kt ch would have improved White's centre.

8   Castles

With the better game.

VARIATION I.   B—B 4 DEFENCE.

3   B—B 4
4   P—Q B 3   4   P—K B 4

This move has been suggested as a good continuation for Black, but I cannot endorse it.

5   B × Kt   5   Q P × B
6   Kt × K P   6   Kt—K B 3 (forced)

7 Q—R 5 ch is threatened.

7   P—Q 4   7   B—Q 3
8   P × P   8   B × Kt

If 8..., B × P, White should maintain the Pawn gained.

9   Q—K 2, and wins.

For instance should Black play 9..., Castles ; 10 P × B, Kt—K sq ; 11 P—B 6, etc., followed by B—R 6 if P × P.

SICILIAN DEFENCE.

———

I F Black wishes to avoid the various openings resulting from White's initial move of P— K 4, the Sicilian Defence may be adopted. But it leads to a very difficult and intricate game, and in my opinion is not to be compared from a chess point of view with the defence that opposes P—K 4 with P—K 4. Black by adopting the Sicilian sets himself an exceedingly difficult task, without any real or compensating advantage. If White is content to proceed with his development, and ultimately direct his attack against a weak spot the defence must sooner or later exhibit, he will have very little difficulty in coping with it. It is a mistake to commence an immediate onslaught against this defence. The opening moves are—

WHITE.	BLACK.
1 P—K 4	1 P—Q B 4

White's best moves now are P —Q 4, Kt—K B 3, or Kt—Q B 3; he can also play P—K B 4, P—Q B 3, or P—Q Kt 4. Variations of each are appended.

VARIATION I.

2   Kt—K B 3

It is quite immaterial whether this or the Queen's Knight be played at this point, but I prefer 2 P—Q 4.

2   Kt—Q B 3

Black can also play P—K 3, P—K Kt 3; but Kt—K B 3, P—Q 3, or P—Q 4 are inferior moves which should not be adopted.   I prefer 2..., P—K 3.

3   P—Q 4 (best)

White should make this move as early as possible.

3   P × P (best)
4 Kt × P	4 P—K 3

If 4..., Kt × Kt; Q × Kt. If 4..., P—K Kt 3; 5 Kt × Kt, Kt P × Kt; 6 Q—Q 4, P—K B 3 (not Kt—K B 3 on account of P—K 5); 7 B—Q B 4, and White has secured the superior development.

5 Kt—Q B 3	5 Kt—K B 3
6   Kt × Kt

White can also play Kt on Q 4—Kt 5 with good effect, but the play resulting is very difficult and complicated.

	6 Kt P × Kt (best)
7 P—K 5	7 Kt—Q 4
8 Kt × Kt	8 B P × Kt
9 B—Q 3	9 Q—B 2
10   P—K B 4

Not Q—K 2, as the reply is B—Kt 5 ch; 11 P—B 3, B × P ch; 12 P × B, Q × P ch, and wins the exchange. If 11 B—Q 2, B × B ch; 12 K × B, not Q × B, because of Q × P ch, etc.

	10 B—B 4
11 Q—K 2	11 Q—Kt 3
12   R—B sq

And White's plan of campaign will be to deploy the Rook for King's side attack *via* K B 3, etc. If Black does not castle K R, then White may proceed on the Queen's side.

VARIATION II.

2	P—Q 4	**2**	P × P

If 2..., P—K 3; 3 P—Q 5, Kt—K B 3; 4 P × P, Q P × P (not B P × P, because of P—K 5, etc.); 5 Q × Q, K × Q, and White's position is slightly superior.

3	Q × P

I prefer Kt—K B 3 here.

	3　Kt—Q B 3
4　Q—Q sq	

This is better than 4 Q—K 3, as Kt—K B 3, followed by P—Q 4, gives Black a good game.

		4	Kt—K B 3
5	Kt—Q B 3	**5**	P—K 3

Not Q—R 4 because of B—Q 2.

6	Kt—K B 3	**6**	B—Q Kt 5

And Black has the better game, therefore I do not approve of 3 Q × P.

VARIATION III.

2	P—K B 4	**2**	Kt—Q B 3
3	Kt—K B 3	**3**	P—K Kt 3
4	P—Q B 3		

With the object of establishing a centre and also as a preventative against Kt—Q 5.

		4	P—Q 4

This is nearly always a good move in reply to P—Q B 3. For if P × P the Queen can retake without becoming an object of attack by White Queen's Kt.

5	P—K 5	**5**	P—Q 5
6	P—Q 3	**6**	B—Kt 2
7	B—K 2	**7**	Kt—K R 3
8	Castles	**8**	Castles

And Black is at no disadvantage.

VARIATION IV.

	2	P—Q B 3	2	P—Q 4
	3	P × P		

If, instead, P—K 5, P—Q 5.

			3	Q × P
	4	P—Q 4 (best)	4	P × P
	5	P × P	5	Kt—Q B 3
	6	B—K 3	6	P—K 4
	7	Kt—Q B 3	7	B—Q Kt 5
	8	P × P	8	Q × P

Not Q × Q ch ; 9 R × Q, Kt × P ; 10 B—Q 4, etc.

	9	R—B sq	9	Kt—K B 3

Black for choice.

VARIATION V.

	2	P—Q Kt 4

Offering a pawn for development and prospect of a strong centre.

	2	P × P

	3	P—Q R 3

This move develops the Queen's Rook. P—Q B 3 can also be played.

	3	P × P

If Black instead of P × P, plays 3..., P—K 3 ; 4 P × P, B × P ; 5 P—Q B 3, followed by P—Q 4, etc.

	4	B × P	4	.P—K 3
	5	B × B	5	K × B

Thus far White for the sacrifice of the Pawn, possesses an open Rook's file, and has compelled Black to move his King.

	6	P—Q 4	6	P—Q 4
	7	P—K 5	7	Kt—Q B 3
	8	P—K B 4 or P—Q B 3		

Black will find difficulty in obtaining satisfactory development.

VARIATION VI.

1	P—K 4	1	P—Q B 4
2	P—Q 4		

This is White's best move. If White plays 2 Kt—K B 3, Black has a choice of replies; suppose 2..., P—K 3. If White now play 3 P—Q 4, then 3..., P—Q 4, and Black has a favourable position in the French Defence.

2   P × P

If 2..., P—K 3; 3 P—Q 5, etc., exercises great restraint in Black's development.

3   Kt—K B 3

3 Q × P is not good, the reply being 3..., Kt—Q B 3.

3   Kt—Q B 3

If 3.. , P—K 4, White replies 4 B—Q B 4 (if 4 Kt × K P, 4..., Q—R 4 ch, winning the Kt); 4..., Kt—Q B 3; 5 P—Q B 3, keeping up the pressure. If now 5..., B—B 4; 6 Castles, Kt—K B 3; 7 P × P, B × P; 8 Kt × B, Kt × Kt; 9 B—K Kt 5, and White has a fine position.

4	Kt × Q P	4	Kt—K B 3

If 4.. , P—K 3, White may continue 5 Kt—Kt 5, P—Q 3 (not 5..., P—Q 4, because of 6 P × P, P × P; 7 Q × P, Q × Q; 8 Kt—B 7 ch, winning a Pawn); 6 B—K B 4, P—K 4, Black being forced to create a weakness, White replies with 7 B—K 3, and the "hole" at Queen's fifth is the "weak spot" of Black's position. Again if 4..., P—K Kt 3. White continues with 5 Kt × Kt, Kt P × Kt; 6 Q—Q 4, P—K B 3 (not Kt—K B 3, because of P—K 5, etc.); 7 B—Q B 4, Kt—K R 3; 8 B—K 3, B—K Kt 2; 9 Kt—Q B 3, K—B 2; 10 Castles Q side, with a fine game.

5	Kt—Q B 3	5	P—K 3

Still adhering to simplicity White may continue with—

6	Kt × Kt	6	Kt P × Kt
7	P—K 5	7	Kt—Q 4
8	Kt × Kt	8	B P × Kt
9	B—Q 3		

Should White play 6 Kt—Kt 5, the following may occur: 6..., B—Q Kt 5; 7 Q B—B 4, Kt × P; 8 Kt—B 7 ch, K—B sq; 9 Kt × R, Q—B 3; and Black's chances for choice.

FRENCH DEFENCE.

	WHITE.		BLACK.
1	P—K 4	1	P—K 3
2	P—Q 4 (best)		

It is always good policy to make a bid for the centre, especially in close games.

2   P—Q 4 (best)

By this move Black makes an attempt to break up White's centre.

VARIATION I.

3	P × P	3	P × P

3..., Q × P is bad, because the Queen becomes an immediate object of attack.

4   Kt—K B 3

White can also play P—Q B 4, as shewn in next Variation.

		4	B—K Kt 5
5	B—Q 3	5	B—Q 3
6	P—Q B 3		

This strengthens White's game, and is generally to be recommended in positions of this description. It is both simple and effective. For instance, if instead White should play say P—K R 3, B—R 4, and White instead of helping his own game has rather improved that of the other side, for the Bishop is now in a position which not only pins the Knight, but can be brought into action against White's King's Bishop if required. Again say Castles, B × Kt ; 7 Q × B, Q—R 5, and complications arise.

		6	Kt—K B 3
7	Castles	7	Castles
8	B—K Kt 5	8	Q Kt—Q 2
9	Q Kt—Q 2	9	P—Q B 3
10	Q—B 2	10	Q—B 2

And the position is equal.

VARIATION II.

4	P—Q B 4	4	P—Q B 3

This is better than P × P, for an isolated Queen's Pawn is seldom weakness.

5	Kt—Q B 3	5	Kt—K B 3
6	B—K Kt 5	6	B—K 2
7	Kt—K B 3	7	Castles

Black can also play Kt—K 5.

8	B—K 2	8	P × P

As I have shewn in the Queen's Gambit it is Black's best policy to delay the capture of this Pawn until a favourable opportunity presents itself.

9	B × P	9	B—K Kt 5
10	B—K 2		

Not 10 Castles, B × Kt ; 11 Q × B, Q × P, etc.

		10	Q Kt—Q 2
11	Castles	11	Kt—Q 4

Equal game.

VARIATION III.

The two foregoing variations show that White gains nothing by playing 3 P × P. I will now deal with 3 P—K 5, which is premature and therefore not recommended.

3	P—K 5	3	P—Q B 4 (best)

Black's best line of play is a Queen's side attack.

4	P—Q B 3 (best)

White does not appear to gain anything from 4 P × P, as Black can continue with 4..., Kt—Q B 3 ; and gets a very good game, or he can play 4..., B × P ; followed by 5..., P—K Kt 3 should White attempt Q—Kt 4.

		4	Kt—Q B 3
5	P—K B 4		

Not B—Q Kt 5 as the King's Bishop is absolutely essential to White's attack and must not be placed in a position where its exchange can be forced. Further, by playing B—Kt 5 White invites Q—Kt 3 and is then compelled to exchange B for Kt or lose time, as Black replies with P × B and posts his Q B at R 3 with effect.

5   Q—Kt 3

This is one of the rare instances where the Queen can be safely brought into action early in the opening. Black cannot safely play 5..., P—B 5, as White replies with 6 P—Q Kt 3, and Black cannot follow up with 6..., P—Q Kt 4 on account of 7 P—Q R 4.

6   Kt—K B 3 (best)   6   Kt—K R 3

Although as a rule Kt—R 3 is weak, in this position it is Black's best move.

7   B—Q 3

7..., Kt—B 4 is threatened.

7   B—Q 2

Not 7 . , P × P ; 8 P × P, Kt × P ; 9 Kt × Kt, Q × Kt ; 10 B—Kt 5 ch, and Black loses his Queen.

8   B—B 2

Black can now play P × P, etc. White cannot take the Bishop's Pawn, for Bishop retakes with command of the important diagonal.

8   B—K 2

The position is in Black's favour.

VARIATION IV.

3   B—Q 3   3   P—Q B 4

As this move possesses the merit of a counter-attack, it is better than 3 .., P × P, or 3..., Kt—K B 3.

4   P—Q B 3 (best)

If 4 Q P × P, Q P × K P ; 5 B—Kt 5 ch, B—Q 2, etc. Again if 4 K P × P, K P × P ; 5 Q P × P, B × P ; and Black's Queen's Pawn is isolated ; but in this case the slight weakness is not a source of danger.

		4	B P × Q P
5	B P × P	5	P × P
6	B × P	6	Kt—K B 3
7	B—Q 3		

Not B—K Kt 5, because of Q—R 4 ch.

		7	Kt—Q B 3

Black cannot take the Pawn, for B—Kt 5 ch wins the Queen.

8	Kt—K B 3	8	B—Q 3
9	Castles	9	P—K R 3

Equal game.

VARIATION V.

3	Kt—Q B 3

White's strongest move. Black may reply 3..., Kt—K B 3; 3..., P × P, or 3.. ,˚P—Q B 4; not 3..., B—Q Kt 5, for this Bishop is too valuable in the attack to run the risk of an early exchange.

		3	Kt—K B 3
4	B—K Kt 5	4	B—K 2
5	B—Q 3		

In this position White's best move is 5 P—K 5, although he has also the choice of 5 B × Kt; *i.e.*, 5 P—K 5, Kt—Q 2; 6 B × B, Q × B; 7 Kt—Kt 5, Kt—B sq; 8 P—Q B 3, P—Q R 3; 9 Kt—Q R 3, Kt—Kt 3, etc., even. Again 5 B × Kt, B × B; 6 P—K 5, B—K 2; 7 B—Q 3, P—Q B 4, etc., equal.

		5	P × P
6	Kt × P (best)		

If B × Kt, B × B, and wins the Queen's Pawn.

		6	Kt × Kt
7	B × B (best)	7	Kt × B P
8	B × Q (best)	8	Kt × Q

9	B × B P	9	Kt × Kt P
10	B—Kt 5 ch	10	B—Q 2
11	B × B ch	11	K × B

And Black has a good game.

VARIATION VII.

3	Kt—Q B 3	3	P × P
4	Kt × P	4	Kt—K B 3
5	B—K Kt 5	5	B—K 2
6	Kt × Kt ch		

If White try 6 Kt—Kt 3, Black replies with P—Q B 4, threatening Q—R 4 ch, etc.

		6	B × Kt
7	B × B	7	Q × B
8	Kt—K B 3	8	Kt—Q B 3
9	B—Q 3	9	B—Q 2
10	P—B 3	10	Castles K R
11	Castles		

And White has slightly the better position.

VARIATION VIII.

3	Kt—Q B 3	3	P—Q B 4
4	K P × Q P	4	K P × P
5	P × P	5	Kt—K B 3 (best)

Not 5..., P—Q 5, or 5..., B × P, which allows White to gain time.

6	B—K 3 (best)	6	B—K 2 (best)
7	B—Kt 5 ch	7	Kt—Q B 3
8	K Kt—K 2	8	Castles
9	Q—Q 2	9	B—B 4

F

VARIATION IX.

3	Kt—Q B 3	3	Kt—K B 3
4	B—K Kt 5	4	B—Q Kt 5

This is known as the MacCutcheon Variation.

5	P—K 5 (best)	5	P—K R 3

White has now the choice of 6 P × Kt, P × B; 7 P × P, R—Kt sq; or he can retire the Bishop to R 4.   But as I advocate simplicity I recommend—

6	B—Q 2	6	B × Kt (best)
7	B × B	7	Kt—K 5
8	Kt—K R 3		

Not 8 B—Q Kt 4, P—Q B 4; 9 P × P, Kt × K B P; 10 K × Kt Q—K R 5 ch; 11 P—K Kt 3, Q × B, and Black should win.

		8	Kt × B
9	P × Kt	9	Castles

Position after Black's 9th move (Castles) :—

BLACK.
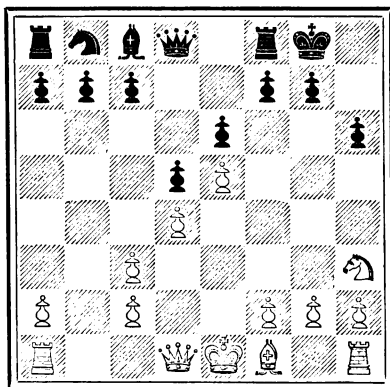
WHITE.

Equal game.

KING'S AND QUEEN'S FIANCHETTO.

NEITHER of these defences are good; for White, by forming a strong centre, can shut out the dangerous Bishop. The following exemplifies the opening:

	WHITE.		BLACK.
1	P—K 4	1	P—Q Kt 3

This forms the Queen's Fianchetto. If P—K Kt 3, we have the King's.

	WHITE.		BLACK.
2	P—Q 4	2	B—Kt 2
3	B—Q 3	3	P—K Kt 3

We have now the Double Fianchetto. If instead of this move Black play say 3..., P—K B 4; 4 P × P. If now 4..., B × Kt P; 5 Q—R 5 ch, P—Kt 3; 6 P × P, Kt—B 3; 7 P × P dis. ch, Kt × Q; 8 B—Kt 6 mate. In place of 3 Black can also continue with P—K 3.

	WHITE.		BLACK.
4	Kt—K B 3	4	B—Kt 2
5	B—K 3	5	P—K 3
6	P—Q B 3	6	Kt—K 2
7	Castles	7	Castles

Position after Black's 7th move (Castles) :—

BLACK.
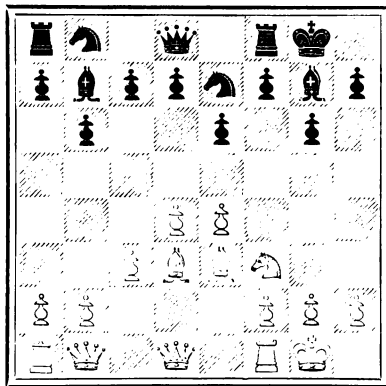
WHITE.

CENTRE GAME.

A NY opening or defence requiring early development
of the Queen to a position where it becomes the
target of attack is not good. It may only be bad
in small degree, but still bad. The Centre Game (or
Gambit, as it is frequently erroneously described) is a case
in point. It certainly gives rise to many fine combina-
tions, yet the attack fails against sound defence. I
give three variations to show the best lines of play,
but do not recommend this *debut,* and young players
should not adopt it.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	P—Q 4	2	P × P best
3	Q × P	3	Kt—Q B 3
4	Q—K 3 best	4	Kt—K B 3
5	Kt—Q B 3	5	B—K 2

Not 5..., B—Kt 5, as this Bishop is required on the King's side.
Again not Kt—Q Kt 5, for White continues with 6 B—Q 3, Kt ×
B ch ; 7 Q × Kt, &c.

6 B—Q B 4

Preventing P—Q 4.

		6	Castles
7	B—Q 2	7	Kt—K 4
8	B—Kt 3	8	Q Kt—Kt 5
9	Q—K 2	9	B—B 4
10	Kt—K R 3	10	P—Q 3
11	Castles Q R	11	B—K 3

VARIATION I.

5   B—Q 2

Not 5 P—K 5, K Kt—Kt 5 ; 6 Q—K 4 or K 2, P—Q 4: 7 P × P *en passant* dis. ch, B—K 3 ; 8 P × P, Q × P, and I prefer Black.

		5	B—K 2
6	Kt—Q B 3	6	P—Q 4
7	P × P	7	Kt × P
8	Kt × Kt	8	Q × Kt
9	Kt—K 2	9	Castles
10	Kt—B 3	10	Q—K 3

Equal Game.

VARIATION II.

4	Q—K 3	4	P—K Kt 3
5	B—Q 2	5	B—Kt 2
6	Kt—Q B 3	6	K Kt—K 2
7	Castles	7	Castles
8	P—K B 4	8	P—Q 4 best
9	P × P	9	Kt—Kt 5
10	B—B 4	10	B—B 4
11	B—Kt 3	11	K Kt × P
12	Kt × Kt	12	Kt × Kt

And Black has a splendid attack against the White King's position.

THE CENTRE GAMBIT.

I SUBMIT the analysis of this gambit to the considera-
tion of chess players generally, and in doing so
believe White can play it with safety.   I do not claim
any particular merit for it further than a great range
of attack.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	P—Q 4	2	P × P
3	P—K B 4		

This move constitutes the innovation, and while it *may* be theoreti-
cally unsound it leads to a strong attack.   Black has several replies,
first—

		3	B—Q Kt 5 ch

Which is an endeavour to hold the gambit Pawn.

		4	B—Q 2

Not 4 P—Q B 3, P × P ; 5 P × P, B—B 4 (if 5 Kt × P, Kt—K B 3),
and the Bishop is strongly posted.

		4	B × B ch

If 4..., Kt—Q B 3 ; 5 P—Q R 3 or 5 B × B.

5	Q × B	5	Kt—Q B 3
6	Kt—K B 3	6	Kt—K B 3

Black still endeavours to hold the Pawn.

7	B—Q 3	7	P—Q 3

If 7..., P—Q 4; 8 P—K 5, Kt—K 5; 9 Q—·K 2, B—B 4; 10 Q Kt—
Q 2, Kt × Kt; 11 Q × Kt, B—K 5; 12 Castles K R, Castles K R; 13
Q R—K sq, B × B; 14 Q × B, Kt—Kt 5; 15 Q—Kt 3, P—Q B 4; 16
Kt × Q P, Q—Kt 3; 17 P—Q R 3, P—B 5; 18 Q × Kt, Q × Kt ch, and
the game is about equal.

8 Castles

And White has a slight advantage.   If 8..., Castles; 9 P—B 5, etc.
Again 8..., B—Q 2 ; 9 P—K 5, etc.

VARIATION I.

		3	B—B 4
4	Kt—K B 3	4	Kt—Q B 3
5	B—Q 3	5	Kt—K B 3
6	Q Kt—Q 2	6	P—Q 3

If Black play 6 Kt—Kt 5; 7 Kt—B sq, P—Q 3; 8 Q—K 2, and
White has a good game.

7	P—Q R 3	7	P—Q R 4 .

Black cannot play Kt—K Kt 5 with advantage, for White replies
with Kt—B sq, etc.

8	Q—K 2	8	Castles
9	Castles	9	B—Q 2

If 9 Kt—Kt 5; 10 R—K sq, Kt—K 6; 11 Kt—B sq. Black now
holds the Pawn, but White has a good playable game.

VARIATION II.

		3	P—Q B 4
4	B—B 4 (best)	4	P—Q 3
5	P—Q B 3	5	Kt—Q B 3
6	Kt—K B 3	6	B—Kt 5
7	Castles	7	Kt—R 3
8	P—B 5, and White should win.		

It is difficult to find a good continuation for Black after his third
move of P—Q B 4, I therefore dismiss it as unsatisfactory.

VARIATION III.

3   P—Q 4

4   P—K 5

If 4 P × P, Q × P; 5 Kt—K B 3, Kt—Q B 3; 6 B—Q 3, B—K
Kt 5; 7 Castles (If 7 Q—K 2 ch, B—K 2; 8 B—K 4, B × Kt; 9
B × Q [If 9 B × B, Q—Q 2]; 9..., B × Q; 10 K × B, Kt—K B 3,
etc); 7..., Castles Q R, and Black retains the Pawn.

		4	Kt—Q B 3
5	Kt—K B 3	5	B—K Kt 5
6	Q Kt—Q 2	6	B—K 2

If 6..., Q—Q 2; 7 P—K R 3 !

7	B—Q 3	7	Q—Q 2
8	Castles	8	Castles Q R
9	Q—K sq	9	Kt—K R 3
10	B—Q Kt 5	10	B--Q B 4
11	Kt—Q Kt 3	11	B--Kt 3

If 11..., B × Kt; 12 Kt × B, Q—K 2; 13 Kt × Kt P, and wins.

12   K Kt × P, and White has a fine attack.

Position after White's 12th move (K Kt × P):—

BLACK.
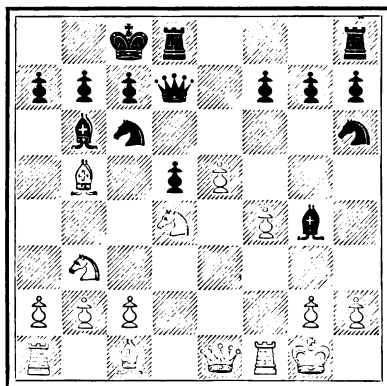
WHITE

THE DANISH GAMBIT.

THIS opening belongs to the school of dash and brilliancy. But unless it win during the early stages of a game, the chances of success are remote.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	P—Q 4	2	P × P
3	P—Q B 3	3	P × P
4	B—Q B 4	4	P × P

I believe Black may safely take these Pawns.

5	Q B × P	5	P—Q 3

Q—K 2 can be played here and leads to a good game, but I prefer the text move. I do not recommend B—Kt 5 ch, as it leaves great weakness at Black's K Kt second.

6	Kt—Q B 3	6	B—K 3

Against such an attack as the Danish, Black must force the exchange of at least one of White's Bishops or nullify their action. If 6 Q—Kt 3, Black replies 6..., Q—Q 2, followed by Kt—Q B 3.

7	Kt—Q 5		

If 7 B × B, P × B ; 8 Q—Kt 3, Q—B sq, &c.

		7	P—Q B 3
8	Kt—K 3	8	Q—R 4 ch
9	K—B sq	9	Q—Kt 5
10	Q—B 2	10	B × B ch
11	Kt × B	11	Kt—Q 2
12	R—Kt sq	12	Kt—Kt 3
13	Kt × Kt	13	Q × Kt

And Black has the advantage.

If 13 B × Kt P, Q × Kt ch ; 14 Q × Q, Kt × Q ; 15 B × R, Kt—Q 7 ch, &c.

VARIATION II.

6	Kt—K 2	6	Kt—Q B 3
7	Q—Kt 3	7	Q—Q 2

If 7..., Kt—K R 3 ; 8 Q—K Kt 3, P—K B 3 ; 9 Castles, Q—K 2 ; 10 Kt—Q B 3, B—K 3, etc.

8	B—B 3

If 8 Q—K Kt 3, Q—K Kt 5, etc., the game is in favour of Black.

8	Kt—K 4

Disposing of one of the Bishops with advantage.

VARIATION III.

5	Q B × P	5	Q—K 2

I prefer P—Q 3 here.

6	Kt—Q 2	6	P—Q B 3
7	Kt—K 2	7	P—Q 3
8	Castles	8	B—K 3

I believe in Black playing B—K 3 as soon as possible. It is a strong defensive move, and possesses the merit of counter attack.

The position now arrived at is difficult, but Black with his two Pawns ahead can at the opportune moment give up one or both and obtain the better position.

VARIATION IV.

1	P—K 4	1	P—K 4
2	P—Q 4	2	P × P
3	P—Q B 3	3	P—Q 4

This move is sometimes tried.

4	Q × P (best)	4	P × P
5	Q × P ch	5	B—K 2

I prefer Black's game.

KING'S GAMBITS.

———..

THE Vienna Gambit Tournament, 1903, demonstrated that this is not a profitable *debut* for White, but the various lines of play resulting will repay study. Many exceedingly interesting positions arise. The strongest form of the attack is the Bishop's Gambit.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—K B 4	

Offering the Gambit, which Black can decline by 2 Q—B 3, Kt—K B 3; P—Q 3, B—B 4, or best of all by P—Q 4.

2 P × P

I examine the Gambit Declined later.

KING'S KNIGHT'S GAMBIT.

3 Kt—K B 3

Black has numerous defences to this move. He can play P—K Kt 4, P—K B 4, P—Q 4, or Kt—K B 3; of these I prefer P—Q 4. The usual move however is—

	3 P—K Kt 4
4 B—B 4	

White can also play P—K R 4 (see Allgaier Gambit).

	4 B—Kt 2
5 P— Q 4	5 P—Q 3
6 Castles	6 P—K R 3
7 P—Q B 3	

I consider this White's best means of dealing with the defence here adopted by Black.

                                        7   Kt—K 2
          8   P—K Kt 3

I give this move to illustrate how White may attempt to break through.

                                        8   P—Kt 5

Not 8..., P × P, because of 9 P × P, and White has an open Rook's file. 8..., B—R 6 is also not good, because of 9 R—B 2, &c.

          9   Kt—R 4   9   P—B 6
          10 Q—Kt 3   10 Castles
          11 P—K R 3   11 P—K R 4
          12 B--K Kt 5

Threatening Kt—Kt 6.   The position is both interesting and difficult, for instance—

                                        12 Q—K sq

White may win the exchange, but Black gets a position which more than compensates.   The game may proceed 13 B × Kt, Q × B; 14 Kt—Kt 6, Q × K P; 15 Kt × R, Q—K 6 ch; 16 K—R sq, P—R 5, and Black has the better game.

                    P—K B 4 DEFENCE.

          3   Kt—K B 3   3   P—K B 4

This leads to a safe defence, and has for its object the weakening of White's centre.

          4   P—Q 3

White's best reply. If 4 P—K 5, Black may continue 4 P—Q 4; 5 P—Q 4 (if P × P *en passant,* Black retakes with the Bishop and should be able to hold the Pawn), P—K Kt 4, and White has little or no attack. Again 4 P × P, P—Q 4; 5 P—Q 4, B—Q 3; 6 B—Q 3, Q—B 3; 7 Castles, Kt—K 2, and Black has a good game.

                                        4   P—Q 4
          5   P × Q P   5   Kt – K B 3
          6   B × P   6   Kt × P
          7   Q—Q 2   7   Kt × B
          8   Q × Kt   8   B—Q 3

And I prefer Black.

P—Q 4 DEFENCE.

| 3 Kt—K B 3 | 3 P—Q 4 |
| 4 P × P | |

If 4 P—K 5, Black may continue with P—K Kt 4, and the sting is taken out of the attack, for among other things White cannot play B—Q B 4.

| | 4 Kt—K B 3 |
| 5 P—Q 4 | |

Not P—Q B 4 or B—Kt 5 ch, as in both cases Black obtains a fine development. If 5 P—Q B 4, P—Q B 3, etc.

| | 5 Kt × P |
| 6 B—Q 3 | |

Not P—Q B 4 on account of 6 B—Kt 5 ch, Kt or B—Q 2; 7 Kt—K 6 !

	6 B—K 2
7 Castles	7 Castles (or B-K Kt 5
8 Kt—K 5	8 Q Kt—Q 2

Equal position.

Position after Black's 8th move (Q Kt—Q 2) :—

BLACK.
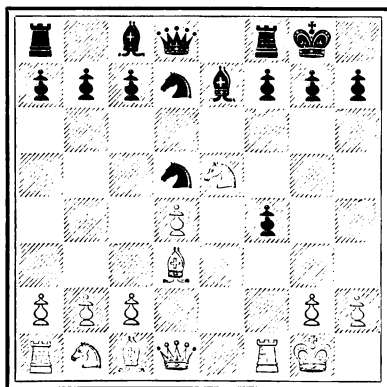
WHITE.

ALLGAIER GAMBIT.

———

WHITE.		BLACK.	
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	Kt—K B 3	3	P—K Kt 4
4	P—K R 4	4	P—Kt 5
5	Kt—Kt 5		

The Allgaier Gambit. If instead the Kt be played to K 5, we have the "Kieseritzky."

		5	P—K R 3 (best)

If 5..., P—K B 3 ; 6 Q × Kt P, P × Kt ; 7 Q—R 5 ch, K—K 2 ; 8 Q × P ch, and wins.

6	Kt × B P	6	K × Kt
7	B—B 4 ch	7	P—Q 4 (best)
8	B × P ch	8	K—K sq

I prefer this to K—Kt 2.

9	P—Q 4	9	P—B 6

Closing up the Bishop's file.

10	P × P	10	Kt—K B 3
11	Kt—B 3	11	B—Q Kt 5

And Black for choice.

VARIATION I.

7	P—Q 4	7	P—Q 4
8	B × P	8	Kt—K B 3
9	Kt—Q B 3	9	B—Q Kt 5

Black may also adopt the more defensive line of 9..., B—Kt 2.

10	B—Q 3	10	B × Kt ch
11	P × B	11	P × P
12	B—B 4 ch	12	B—K 3

Forcing exchanges, when material force ahead is always advisable.

13	B × B ch	13	K × B
14	Castles	14	Q—Q 4
15	B—K 5	15	Q Kt—Q 2

Black wins.

VARIATION II.

7	Q × P	7	Kt—K B 3
8	B—B 4 ch	8	P—Q 4
9	Q × P	9	B—Q 3

Not 9..., P × B; 10 P—K 5, etc.

10	B × P ch	10	K—Kt 2
11	Q—B 3	11	Kt × B
12	P × Kt	12	Q—K sq ch
13	K—Q sq	13	R—B sq

Black wins.

Position after Black's 13th move (R—B sq):—

BLACK.
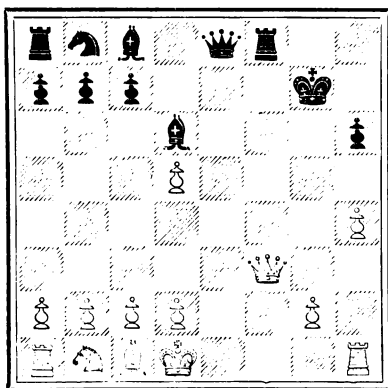
WHITE.

RICE GAMBIT.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	Kt—K B 3	3	P—K Kt 4
4	P—K R 4	4	P—Kt 5
5	Kt—K 5	5	Kt—K B 3
6	B—B 4	6	P—Q 4
7	P × P	7	B—Q 3
8	Castles		

This move constitutes the Rice Gambit, a variation of the Kieseritzky, and is the invention of Prof. I. L. Rice, of New York, who has spared no effort in order to have it thoroughly tested by chess masters. It abounds in pretty variations, deep combinations, and fine position play. At this point various continuations are open to Black. The best is—

		8	B × Kt
9	R—K sq	9	Q—K 2
10	P—Q B 3		

If 10 P—Q 4, B × P ch.

		10	P—B 6

Recognised in the United States as best. The old line of play was 10..., P—Kt 6. I give analysis of both moves in the following variations.

VARIATION I.

10   P—B 6

Not 10..., Q—B 4 ch; 11 P—Q 4, Q × B; 12 R × B ch, as White should win.

11 P—Q 4	11 Kt—K 5

Giving back the piece for positional advantage.

12 R × Kt	12 B—R 7 ch
13 K × B	13 Q × R

Black gains nothing by 13..., P—Kt 6 ch; 14 K × P, Q × R; 15 P × P, R—Kt sq ch; 16 B—Kt 5, Q—K 6; 17 Kt—R 3, followed by Q—K B sq. The game is slightly in White's favour even should Black give back the exchange.

14   P—K Kt 3

A strong defensive move.

14   Castles

White may continue with 15 Q—Q 2 or 15 B—Q 3. I prefer B—Q 3.

VARIATION II.

10   P—Kt 6

Supposed for a long time to be the strongest continuation against the Rice Gambit.

11 P—Q 4	11 Kt—Kt 5
12 Kt—Q 2	

This or B × P are the best moves for White in this position (not 12 P × B, Q × R P, etc., winning).

12   Kt—K 6

The usual move was 12..., Q × R P; 13 Kt—B 3, Q—R 4, etc., White emerges best.

13   Q—R 4 ch

If instead 13 Q—R 5, B—Kt 2, followed by B—K Kt 5.

	13 B—Q 2
14 Q—Kt 3	14 B—K Kt 5

Threatening Q × R P, etc. An instructive position.

G

MUZIO GAMBIT.

———

WHITE.		BLACK.	
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	Kt—K B 3	3	P—K Kt 4
4	B—B 4	4	P—K Kt 5
5	Kt—Q B 3		

I prefer this to Castles.

5   P—Q 4

This is Marco's continuation. The idea being to bring the Queen and Bishop into action.

6   Kt × P

P × P is also good.

		6	P × Kt
7	Q × P	7	P—Q B 3
8	Kt × P		

If 8 Q—B 3, P × Kt ; 9 Q × R, Q—R 5 ch ; 10 K—B sq, Q—Kt 5, and as Black is threatening Q—Kt 2 or Q—Q 8 ch, he should win.

8   Q—B 3

9   P—Q B 3

Not Castles, because of Q—Q 5 ch.

		9	Kt—Q 2
10	P—Q 4	10	Kt—Kt 3
11	B—Kt 3	11	B—K 3

Black should win.

KING'S BISHOP'S GAMBIT.

———

WHITE.		BLACK.	
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	B—B 4	3	P—Q 4
4	B × P	4	Q—R 5 ch
5	K—B sq	5	P—K Kt 4
6	Kt—K B 3		

Or 6 P—Q 4 or Kt—Q B 3, when Black can reply 6..., B—Kt 2.

| | | 6 | Q—R 4 |

Not Q—R 3, as Black must reply P—K R 3, when White plays P—K R 4.

| 7 | P—Q 4 | | |

If P—K R 4, see next variation.

| | | 7 | Kt—K B 3 |
| 8 | Kt—Q B 3 | 8 | Kt—Q B 3 |

He defends best who develops best.

| 9 | P—K R 4 | 9 | P—K R 3 |

Black should delay playing P—Kt 5 until he sees a way in which he can force the position. White's continuations are now difficult.

| 10 | K—Kt sq | 10 | P—Kt 5 |
| 11 | B × Kt ch | 11 | P × B |

And I prefer Black's chances. If now 12 Kt—K 5, P—B 6, etc. Again on move 10, if Q—Q 3, Kt—Kt 5, etc., Black's attack should win. Black endeavours to Castle on the Queen's side.

VARIATION I.

7   P—K R 4   B—Kt 2 (best)

If 7 .., P–K Kt 5 ; 8 Kt—Kt 5, Kt—R 3 ; 9 P—Q 4, P–K B 3 ; 10 Kt—K 6. If now 10.... B × Kt ; 11 B × B, etc., White has a good game. Again if 7..., P—K R 3, White may continue with 8 B × P ch, Q × B (not K × B, as Kt—K 5 ch wins the Queen) ; 9 Kt – K 5, Q – B 3 ; 10 Q—R 5 ch, K—K 2 ; 11 Kt –Kt 6 ch, K—Q sq ; 12 Kt × R, Q × Kt ; 13 P × P, and White has a good game.

8   P—Q 4

If 8 K—Kt sq, B—Q 5 ch. Again if 8 K—B 2, P—Kt 5 ; 9 Kt—Kt 5, Kt—R 3 ; 10 P—Q 4, P—Kt 6 ch ; 11 K—K sq, Q × Q ch ; 12 K × Q, B × P ; 13 P—Q B 3, B—K 4 ; 14 R—B sq, P –K B 3, in Black's favour.

8   P—K R 3   .

9   Kt—Q B 3

If 9 K—Kt sq, Q—Kt 3 ; not P—Kt 5, because of the weakness at B 5.

9   Kt—K 2

10   Q—Q 3

And the game is difficult, but still rather in Black's favour.

10   Kt—Q B 3

11   B—Q 2

I cannot recommend 11 Kt—Q Kt 5, Castles ; 12 Q Kt × B P, Kt—Kt 5 ; 13 Q—Kt 3, Q Kt × B ; 14 Kt × R (if 14 P × Kt, R—Kt sq, followed by Kt—B 4 or P—Kt 5. Again if 14 Kt × Kt, Kt × Kt ; 15 Q × Kt, B—K 3, and should win), P—Kt 5 ; 15 Kt—K sq, B × Q P ; 16 P × Kt, Kt × P, and Black has a strong position, for although a Rook down he obtains the Knight and better game.

KING'S GAMBIT DECLINED.

———

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	P—K B 4	2	B—Q B 4
3	Kt—K B 3	3	P—Q 3
4	B—B 4	4	K·—K B 3
5	P—Q 3		

If 5 P—Q B 3, Kt—Q B 3; 6 Q—K 2, Q—K 2; 7 P—Q 3, B—K Kt 5; 8 P—B 5 (if 8 B—K 3, B×B; 9 Q×B, P×P; 10 Q×P, P—Q 4, etc.), Castles, with superior game.

		5	Kt—Q B 3
6	Kt—Q B 3		

With the intention of playing Kt—R 4, to remove the dangerous Bishop.

		6	P—Q R 3
7	Q—K 2	7	B—K Kt 5
8	B—K 3	8	Kt—Q 5

And I prefer Black.

VARIATION I.

		2	B—Q B 4
3	Kt—K B 3	3	P—Q 3
4	P—Q 4	4	P×Q P
5	B—Q 3	5	Kt—Q B 3

If Black play B—K Kt 5, White Castles, followed by Q—K sq, and eventually to King's Rook file, where it becomes powerful.

6	Castles	6	Kt—K B 3
7	P—K R 3		

To prevent 7..., Kt—K Kt 5, followed by Kt—K 6.

		7	B—Q 2
8	P—Q R 3	8	Q—K 2
9	P—Q Kt 4	9	B—Kt 3
10	Q Kt—Q 2	10	Castles K R

And although White is a Pawn down, his positional advantage more than compensates.

FALKBEER COUNTER GAMBIT.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	P—K B 4	2	P—Q 4

I consider this the best method of declining the King's gambit and superior to 2..., B—B 4; 2..., Kt—K B 3; or 2 P—Q 3.

3　K P × P

The alternative is 3 Kt—K B 3, B—K Kt 5; 4 Q—K 2, Kt—Q B 3; 5 B P × P, B × Kt (if 5 Q P × P, Q × P; 6 Kt—Q B 3, Q—K 3; and 7..., Castles with the better game); 6 P × B, Kt—Q 5; 7 Q—Q 3, Q—R 5 ch; 8 K—Q sq, Q—B 7; 9 B—K 2, Castles; 10 R—B sq, P × P; etc., in Black's favour.

3　P—K 5

4　P—Q 3

The only other move appears to be 4 B—Q Kt 5 ch, P—Q B 3; 5 P × P, P × P (many of the masters prefer 5..., Kt × P; but I prefer 5..., P × P for Black); 6 B—B 4, B—B 4 (or 6 ., Kt—K B 3); 7 B × P ch, K—B sq; 8 B × Kt, Q—Q 5; 9 Q—K 2, B—R 3; 10 P—Q B 3, Q—Q 3; 11 Q × P, Kt—Q 2; Black should win. If 4 Q—K 2, Kt—K B 3; 5 P—Q 3, B—Q B 4; 6 P × P, Castles; and Black has a fine development.

		4	Kt—K B 3
5	P × P	5	Kt × P
6	Q—K 2	6	Q × P
7	Kt—Q 2		

If 7 Kt—Q B 3, B—Q Kt 5; 8 B—Q 2, B × Kt; 9 B × B, Castles, with good game.

7　P—K B 4

Not B—K B 4, because of P—K Kt 4, etc.

8　P—K Kt 4

Charousek's variation.

8　Kt—Q B 3

9　P—Q B 3

If 9 P × P, Kt—Q 5; 10 Q × Kt ch, Q × Q; 11 Kt × Q, Kt × P ch; and Black's superiority is manifest.

		9	B—K 2
10	B—Kt 2	10	B—K 3

And Black has the superior position.

VIENNA GAME.

——

BLACK has at his disposal 2..., Kt—K B 3. The defence 2..., Kt—Q B 3 is weak in comparison. As will be seen from the following, many very interesting positions arise.

WHITE.		BLACK.	
1	P—K 4	1	P—K 4
2	Kt—Q B 3	2	Kt—K B 3

This is undoubtedly Black's best move, and superior to 2..., Kt—Q B 3; 2 .., B—B 4; or 2..., B—Kt 5.

3 P—K B 4

This is not White's best continuation, but I give it to aid the student should he meet it. It is known better than 3 B—B 4, to which Black retorts with Kt × P; 4 Kt × Kt, P—Q 4.

		3	P—Q 4 (best)
4	B P × P best	4	Kt × P
5	Q—B 3		

This is probably White's best continuation, but it is met satisfactorily by

5 P—K B 4 (best)

This gives White the option of a passed Pawn, which does not avail him much.

6 P—Q 3

Not P × P *en passant,* for Knight retakes with a fine game. If White, instead of 6 P—Q 3, play 6 K Kt—K 2, Kt—Q B 3; 7 P—Q 4, B—Q Kt 5, and I prefer Black's position.

		6	Kt × Kt (best)
7	P × Kt	7	P—Q 5

This limits the action of White's King's Bishop and prevents him consolidating his centre.

<div align="center">8   B—Kt 2</div>

Not P × P, for Q × P, etc.

<div align="right">8   P—Q B 4</div>

The position is in Black's favour, and goes to prove that White must refrain from playing 3 P—K B 4 and play instead Kt—K B 3 or P—Q 4.

<div align="center">VARIATION I.</div>

<div align="center">5   Kt—K B 3   5   B—Q Kt 5 (best)</div>

With the object of preventing P—Q 3 or P—Q 4.

<div align="center">6   B—K 2</div>

If 6 Q—K 2, Kt - Kt 4. And if White continue 7 P—Q 4, Kt × Kt ch; 8 Q × Kt, Q—R 5 ch; 9 Q—B 2, Q × Q ch; 10 K × Q, P—Q B 3, and Black has a slight advantage.

<div align="center">

		6	Castles
7	Castles	7	P—Q B 3

</div>

Threatening Q—Kt 3, etc.

<div align="center">8   Q—K sq (best)   8   Q—Kt 3 ch</div>

And I prefer Black.

<div align="center">VARIATION II.</div>

<div align="center">

3	B—Q B 4	3	Kt × KP
4	Q—R 5		

</div>

Not 4 Kt × Kt, P—Q 4. Again not 4 B × P ch, K × B; 5 Kt × Kt, P—Q 4; 6 Q—R 5 ch, K—Kt sq, and Black has the better development.

<div align="right">4   Kt—Q 3 (best)</div>

This attacks the Bishop and prevents the mate.

<div align="center">5   B—Kt 3</div>

If White play Q × K P ch, Black replies Q—K 2 and forces the exchange of Queens to his advantage.

5   B—K 2 (best)

If instead Black attempt to hold the Pawn by Kt—Q B 3. White can continue with Kt—Kt 5, threatening Kt × Kt ch, followed by Q × P mate. Again if instead of B—K 2 Black try P—K Kt 3, White retires his Queen to K B 3, to which Black must reply P—K B 4 or B—Kt 2. Then White plays Queen to Q 5, or Kt—Kt 5, and should win.

6	Q × K P	6	Castles
7	P—Q 4	7	R—K sq
8	K Kt—K 2	8	B—B 3
9	Q—B 4	9	Kt—Q B 3
10	B—K 3		

The position is now very difficult, but Black's best tactics seem to lie in bringing his Queen's Bishop to the scene of action as soon as possible.

10   P—K Kt 3

With the idea of playing Kt—B 4, followed by P—Q 3.

Equal position.

Position after Black's 10th move (P—K Kt 3):—

BLACK.
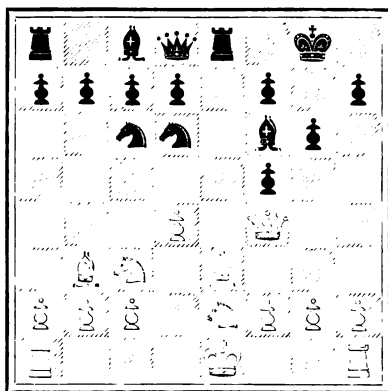
WHITE.

FROM'S GAMBIT

——

	WHITE.		BLACK.
1	P—K B 4	1	P—K 4 (best)

This constitutes the From Gambit. Black can also play P—K B 4 or P—Q 4.

2 P × P

Or P—K 4, and we have the King's Gambit.

2 P—Q 3

3 P × P

If 3 Kt—K B 3, P × P; 4 Kt × P, B—Q 3; 5 Kt—K B 3, and we have the same position as that arrived at by the present main variation.

3 B × P

4 Kt—K B 3

Black has now the option of three different lines of play, Kt—Q B 3, P—K Kt 4, or P—K R 4, all of which are dealt with.

4 Kt—Q B 3

5 P—K 4

Position after White's 5th move (P—K 4):—

BLACK.
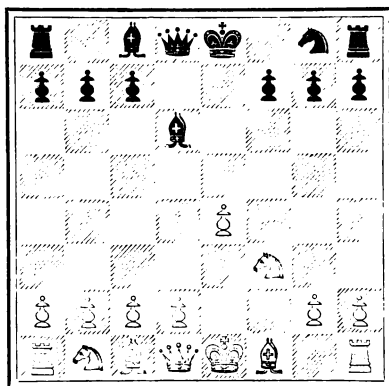
WHITE.

If 5 P—K 3, P—K Kt 4 ; 6 P—K Kt 3, P—Kt 5, etc.

		5	Kt—K B 3
6	Kt—Q B 3	6	B—K Kt 5
7	B—K 2		

If 7 B—Kt 5, K Kt—Q 2, followed by Kt—K 4.

		7	P—K R 4
8	Castles		

If 8 P—Q 4, B × Kt ; 9 B × B, Kt × Q P ; 10 Q × Kt, B—Kt 6 ch, etc.

		8	B × Kt
9	B × B		

If 9 R × B, Kt—K Kt 5, etc.

		9	B × P ch
10	K × B	10	Kt—K Kt 5 ch

And Black should win.

VARIATION I.

		4	P—K Kt 4
5	P—Q 4		

If P—K Kt 3, P—Kt 5 ; if 6 Kt—R 4, B—K 2, followed by P—K R 4 should the Kt go to Kt 2, and then I prefer Black.

		5	P—Kt 5
6	Kt—K 5	6	B × Kt
7	P × B	7	Q × Q ch
8	K × Q	8	Kt—Q B 3
9	B—K B 4	9	K Kt—K 2

And I prefer Black.

Position after Black's 9th move (K Kt—K 2):—

BLACK.
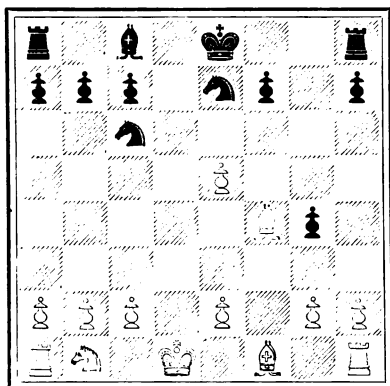
WHITE.

VARIATION II.

		4	P—K R 4
5	P—K 3	5	P—K Kt 4
6	P—K Kt 3	6	P—Kt 5
7	Kt—Kt sq		

If 7 Kt—R 4, B—K 2; 8 Kt—Kt 2, P—R 5, and Black has a strong attack.

		7	P—R 5
8	Kt—K 2	8	P × P
9	Kt × P	9	B × Kt ch

And wins.

MARSHALL'S GAMES.

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QUEEN'S GAMBIT DECLINED.

————

GAME No. 1.

Played in the Paris International Tournament, 1900.

NOTES FROM *The Field.*

	WHITE. MR. F. J. MARSHALL.		BLACK. MR. A. BURN.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 3
3	Kt—Q B 3	3	Kt—K B 3
4	B—Kt 5	4	B—K 2
5	P—K 3	5	Castles
6	Kt—K B 3	6	P—Q Kt 3
7	B—Q 3	7	B—Kt 2
8	P × P	8	P × P
9	B × Kt	9	B × B
10	P—K R 4	10	P—Kt 3

................A bad move; 10 .., P—K R 3 is compulsory. The immediate attack with 7 P—K Kt 4 need not be feared, and in the meantime Black gets time for R—K sq or any other move accordingly.

11	P—R 5	11	R—K sq
12	P × P	12	R P × P

................B P × P might be considered ; but Black has already the inferior game.

13   Q—B 2

Position after White's 13th move (Q—B 2) :—

BLACK (MR. BURN).
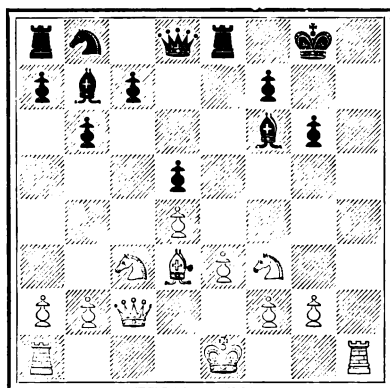
WHITE (MR. MARSHALL).

13   B—Kt 2

................The only move here obviously is K—Kt 2. Mr. Burn, of course, overlooked the fatal sacrifice.

14	B × P	14	P × B
15	Q × P	15	Kt—Q 2
16	Kt—Kt 5	16	Q—B 3
17	R—R 8 ch	17	Resigns.

QUEEN'S GAMBIT DECLINED.

GAME No. 2.

Played in the Paris International Tournament, 1900.

NOTES BY R. TEICHMANN, *vide British Chess Magazine.*

WHITE.	BLACK.
MR. F. J. MARSHALL.	HERR G. MARCO.

1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 3
3	Kt—Q B 3	3	Kt—K B 3
4	B—Kt 5	4	B—K 2
5	P—K 3	5	P—Q Kt 3
6	Kt—B 3	6	B—Kt 2
7	B—Q 3	7	Castles

................The right move here is Q Kt—Q 2. The move made enables White at once to institute an irresistible King's side attack.

8	P × P	8	P × P
9	B × Kt	9	B × B
10	P—K R 4	10	P—Kt 3

................This move gives White the opportunity to force the Rook's file open, after which Black's game cannot be saved. But P—K R 3 looks equally weakening, and would be met by P—K Kt 4.

11	P—R 5

Position after White's 11th move (P—R 5):—

BLACK (HERR MARCO).
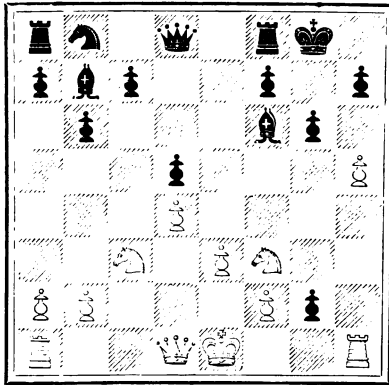
BLACK (MR. MARSHALL).

		11	P—B 4
12	R P × P	12	R P × P
13	Kt—K 5	13	B × Kt
14	P × B	14	Q—Kt 4
15	Q—B 3	15	Q × K P
16	Castles (Q R)	16	K—Kt 2
17	Q—R 3	17	Kt—B 3
18	P—B 4		

The winning move. It is noteworthy that Mr. Burn had lost with the same variation against Mr. Marshall in 17 moves. The fact that Herr Marco played it can nevertheless only be explained by the assumption that he analysed the variation and thought the attack unsound. He very likely overlooked this move in his calculations.

		18	Q—K 3
19	Q—R 6 ch	19	K—B 3
20	Q—Kt 5 ch	20	K—Kt 2
21	P—B 5	21	Q—K 4
22	P—B 6 ch	22	Q × P
23	Q—R 6 ch	23	Resigns.

QUEEN'S GAMBIT DECLINED

GAME No. 3.

Played in the Paris International Tournament, 1900.

NOTES BY R. TEICHMANN, *vide British Chess Magazine.*

WHITE.	BLACK.
MR. F. J. MARSHALL.	DR. LASKER

1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 3
3	Kt—Q B 3	3	Kt—K B 3
4	B—Kt 5	4	P—B 3
5	P—K 4		

It is doubtful whether this early advance of the King's Pawn to the fourth is good; and I think that the continuation adopted by Dr. Lasker ought to have given him a good game.

		5	P × K P
6	Kt × P	6	B—Kt 5 ch
7	Kt—B 3	7	P—B 4
8	P—Q R 3	8	B × Kt ch
9	P × B	9	Q—R 4
10	B—Q 2	10	Kt—K 5
11	Kt—B 3		

H

Position after White's 11th move (Kt—B 3) :—

BLACK (DR. LASKER).
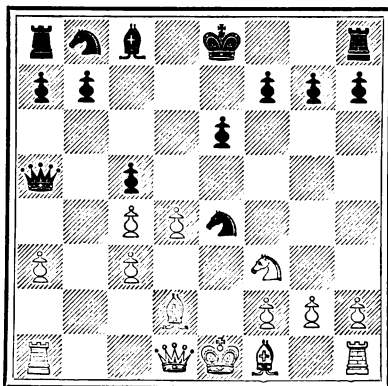
WHITE (MR. MARSHALL).

If Q—B 2, Kt × B; 12 Q × Kt, Kt—B 3 or Castles, with a good game.

<div align="right">11   Kt × Q B P</div>

This capture, venturesome though it may appear, is in my opinion quite sound, and should have won the game. Of course, White's next move is forced, as either R—B sq or Q—B 2 would be met by P × P, followed by Q—K 4 ch.

12	P × P	12	Kt × Q
13	B × Q	13	Kt—Kt 7
14	P—Q R 4	14	B—Q 2
15	P—B 6		

This sacrifice of the Pawn was necessary, as otherwise the intended Kt—K 5 could have been answered with Kt—Q B 3, and if Kt × B, then Kt × B and Black would be able to extricate the Knight.

<div align="right">15   B × P</div>

16	Kt—K 5

Position after White's 16th move (Kt —K 5) : —

BLACK (DR. LASKER).
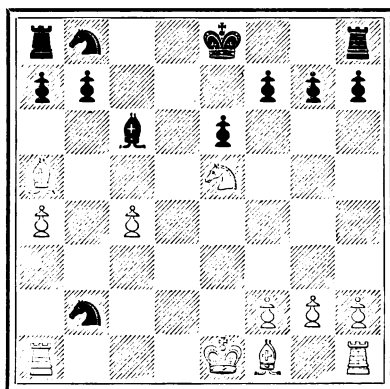
WHITE (MR. MARSHALL).

16 B—K 5

It is at this point that, in my opinion, Dr. Lasker misses a continuation that should have won him the game, viz., 16..., Kt—Q 2. White's only answer would have been obviously Kt × B, whereupon P × Kt, and now the Q R is available for the defence of the threatened Knight. I see no satisfactory continuation for White. If 17 B—B 3, R—Q Kt sq ; 18 R—R 2, Kt × B P ! At the same time Black's Kt— B 4 or K 4 is threatened. The remainder of the game is full of interest, but the end is certain, since Black, in addition to the loss of the piece, is fighting in a bad King's position all through, which practically renders his advantage of Pawns useless. Nevertheless, Mr. Marshall deserves great credit for the faultless finish.

17	P—B 3	17	P—B 3
18	B—B 3	18	B—B 7
19	K—Q 2	19	Kt × R P
20	K × B	20	Kt × B
21	Kt—Q 3	21	Kt—Q 4
22	P × Kt	22	P × P
23	Kt—B 5	23	P—Q Kt 3

24	B—Kt 5 ch	24	K—B 2
25	Kt—R 4	25	Kt—B 3
26	Kt—B 3	26	K R—Q B sq
27	K R—Q sq	27	Kt—K 2
28	K—Kt 2	28	R—B 2
29	B—Q 3	29	P—Q R 4
30	Kt—R 4	30	R—B 3
31	Q R—B sq	31	R—Q Kt sq
32	R × R	32	Kt × R
33	R—Q B sq	33	Kt—K 4
34	R—B 7 ch	34	K—K 3
35	B—Kt 5	35	P—Kt 4
36	R—R 7	36	P—Q 5
37	R—R 6	37	K—Q 4
38	K—B 2	38	R—Kt 2
39	R—R 8	39	Kt—B 3
40	K—Q 2	40	Kt—Kt 5
41	R—Q 8 ch	41	K—K 4
42	Kt—Kt 2	42	R—Q B 2
43	Kt—B 4 ch	43	K—B 4
44	R × P	44	R—B 4
45	B—K 8	45	R—Q 4
46	Kt—K 3 ch	46	K—K 4
47	Kt × R	47	K × R
48	Kt × Kt	48	P × Kt
49	B—B 7	49	P—B 4
50	B—Kt 8	50	P—R 4
51	B—B 7	51	P—R 5
52	P—R 3	52	P—Kt 4
53	B—K 8	53	K—B 5
54	B—Q 7	54	P—Kt 6
55	B × P	55	K—Kt 5
56	B—Q 3	56	P—Kt 7
57	K—B sq	57	K—R 6
58	K—Kt sq	58	Resigns.

PETROFF'S DEFENCE.

GAME No. 4.

Played in the Paris International Tournament, 1900.

NOTES BY R. TEICHMAN, *vide British Chess Magazine.*

WHITE.	BLACK.
MR. H. N. PILLSBURY.	MR. F. J. MARSHALL.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—K B 3
3	P—Q 4	3	P—Q 4

...................An unusual move at this juncture, but it seems the best. Such identical positions always tend to equality and an early draw.

4	K P × P	4	P × P
5	B—Q B 4		

It is for the reason pointed out in note given above, viz., to avoid a drawish position, that Mr. Pillsbury prefers this move of doubtful value to the capture of the Pawn with either Q or Kt. It is curious to note that he might have adopted the same continuation (B—Kt 5 ch) which his opponent plays on him next move with such good effect.

		5	B—Kt 5 ch
6	P—B 3	6	Q—K 2 ch
7	B—K 2	7	P × P
8	P × P	8	B—Q B 4
9	Castles	9	Castles

10	P—B 4	10	R—K sq
11	B—Q 3	11	B—K Kt 5
12	B—Kt 2		

A mistake; Q Kt—Q 2 should have been played first, and White would have had a very good game.

		12	Kt—K 5
13	Q Kt— Q 2		

An unpleasant situation. The only move seems to be Kt—B 3, with the likely continuation 13 Kt—B 3, Kt—Kt 4; 14 R—K sq (compulsory), Kt × Kt ch; 15 P × Kt, Q × R ch; 16 Q × Q, R × Q ch; 17 R × R, B—Q 2, and White seems to have an even game. The move actually played by Mr. Pillsbury is a grave oversight.

		13	Kt × P
14	R × Kt	14	B × R ch
15	K × B	15	Q—K 6 ch
16	K—Kt 3	16	Q × B
17	K × B		

Position after White's 17th move (K × B):—

BLACK (MR. MARSHALL).
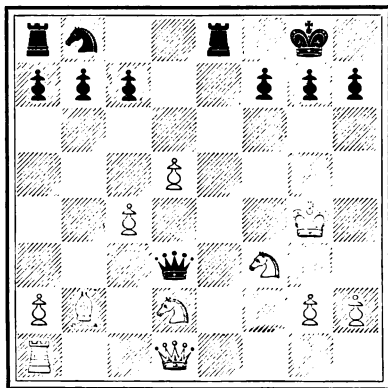
WHITE (MR. PILLSBURY).

17 R—K 7

....The key move of the combination ; it cuts off the retreat of the King and keeps all the White pieces hopelessly blocked. The remainder of the game is very well played by Mr. Marshall. We may point out that on the next move, instead of Kt—Q 2, he might have played P—K R 4 at once ; but it would appear that after 18..., P—K R 4 ; 19 Q × R, Q × Q ; 20 R—K sq, followed K—K 8 ch, White would have been able to offer a better resistance than in the variation adopted by Mr. Marshall.

18	K—R 3	18	Kt—Q 2
19	R—B sq	19	P—K R 4
20	Q—B 2	20	Kt—B 4
21	P—Kt 3	21	P—K Kt 4
22	P—Kt 4	22	R × Kt
23	Q × Q	23	R × Q
24	R—B 3	24	P—B 4
25	K—Kt 2	25	B P × P
26	Kt × P	26	R—Q 7 ch
27	K—Kt 3	27	R × B
28	P—K R 3	28	R—K B sq
29	P × P	29	P × P
30	K × P	30	K R—B 7
31	Resigns.		

PETROFF'S DEFENCE.

———

GAME No. 5.

Played in the Manhattan Club Tournament, New York, U.S.A., 1902.

NOTES BY JAMES MASON, *vide British Chess Magazine.*

	WHITE. MR. JULIUS FINN.		BLACK. MR. F. J. MARSHALL.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—K B 3
3	Kt—B 3	3	B—Kt 5
4	Kt × P		

Time is lost over this capture. Hence Black's apparently rapid development, recovering the Pawn by the way.

		4	Castles

....For attack. The usual 4..., B × Kt etc., makes even game.

5	B—K 2	5	R—K sq
6	Kt—B 3	6	Kt × P
7	Kt × Kt	7	R × Kt
8	Castles		

Too soon, perhaps. He might first open out a little, 8 P—B 3, etc., if only to delay the advance of Black's Queen's Pawn and convenient posting of his Bishop at Q 3. It is always good not to Castle when any other move will do as well.

		8	P—Q 4
9	P—Q 4	9	Kt—B 3

10	P—B 3	10	B—Q 3
11	B—Q 3 ?	11	B—K Kt 5

................It seems White did wrong in submitting to this obvious
'pin.' The subsequent manifold chances of attack are of more
practical importance than the exchange.

12	P—K R 3	12	B—R 4
13	B × R		

Or 13 P—K Kt 4, (if) or 13 P—K Kt 4, (if) B × B; B × P; 14 B ×
R, etc.; not to have Black Pawn lodged at B 6, as in the actual
ase,—this would be better for White; but to go for the piece:
P × B ?, R × Kt P + ; 15 K—R sq, Q—Q 2; 16 Kt—R 2, B × Kt,
etc., for example, would doubtless prove fatal.

		13	P × B
14	P—K Kt 4	14	P × Kt
15	P × B	15	Q—B 3
16	Q—Q 3	16	R—K sq
17	B—Q 2	17	R—K 4

Position after Black's 17th move (R—K 4):—

BLACK (MR. FINN).
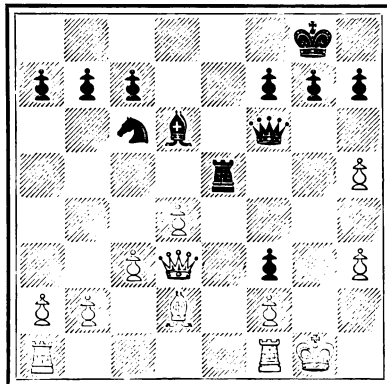
WHITE (MR. MARSHALL).

...............In Mr. Marshall's happiest style,—as happy as possible !
If White takes the Rook here, it is easy to see what happens.

18	K R—K sq	18	R—Kt 4 ch

....Of course White will not take now anymore than before.
Therefore at once 18..., R×P seems stronger, giving White less
time for getting away with his King, and thus probably shortening
the contest.

19	K—B sq	19	R × P
20	R—K 8 ch	20	B—B sq
21	K—K sq	21	R × P
22	K—Q sq	22	R—R 8 ch
23	R—K sq	23	R × R ch
24	B × R		

Better 25 K×R, to deal with the dangerous Pawns. But all the
difficulty is with Mr. Finn, and it would probably come to about the
same thing in the end.

		24	P—K Kt 4 !
25	B—Q 2	25	P—Kt 5
26	K—B 2	26	P—K R 4
27	R—R sq		

Or, better, 27 R—K Kt sq. However, the ending is one of a
discouraging character, or a losing one, whatever White's efforts to
avert defeat.

		27	Q—Kt 3
28	B—B 4	28	B—Q 3
29	B × B	29	P × B
30	K—Q 2	30	Q—Kt 4 ch
31	Q—K 3	31	Q—Kt 4
32	K—B sq	32	K—Kt 2
33	Q—K 4	33	Q—Kt 4 ch
34	K—Q sq	34	Q—Kt 3

Position after Black's 34th move (Q—Kt 3):—

BLACK (MR. FINN).
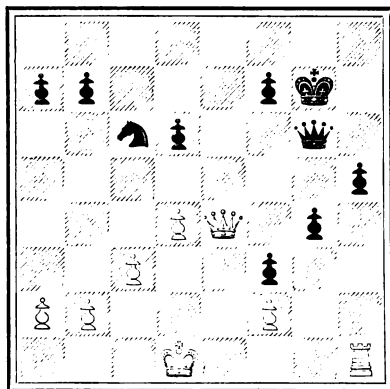
WHITE (MR. MARSHALL).

35	Q × Q ch	35	K × Q
36	K—K sq	36	K—Kt 4
37	K—Q 2	37	P—R 5
38	R—K sq	38	P—Kt 6
39	P × P	39	P × P
40	R—K 8	40	P—Kt 7
41	R—Kt 8 ch	41	K—B 5
42	K—K sq	42	K—K 6
43	Resigns.		

QUEEN'S GAMBIT DECLINED.

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GAME No. 6.

Played in the Monte Carlo Tournament, 1902.

NOTES FROM *The Field.*

	WHITE. MR. F. J. MARSHALL.		BLACK. Herr SCHLECHTER.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 3
3	Kt—Q B 3	3	P—Q B 3
4	P—K 4	4	P × K P
5	Kt × P	5	B—Kt 5 ch
6	B—Q 2	6	Q × P
7	B × B	7	Q × Kt ch
8	B—K 2	8	Kt—Q 2

...................Schlechter evidently is not familiar with this variation. The correct move here is 8..., Q × Kt P ; 9 B—B 3, Q—Kt 3, etc.

9	Kt—B 3	9	P—Q B 4
10	B—B 3	10	K Kt—B 3

.................Here the right continuation is 10..., Kt—K 2, and if 11 Q—Q 6, then Kt—B 4, dislodging the Queen; and if 11 B × P, then 14..., R—K Kt sq, etc.

11	Q—Q 6	11	Q—B 3
12	Q—Kt 3	12	Castles

.................Now he has an untenable position.

Position after Black's 12th move (Castles):—

BLACK (HERR SCHLECHTER).
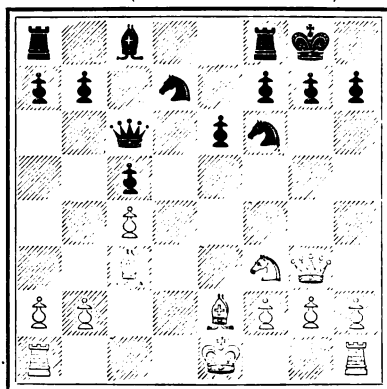
WHITE (MR. MARSHALL).

| 13 | R—Q sq | 13 | Kt—R 4 |

................Another weak move, as Mr. Marshall speedily shows.

| 14 | Q—R 4 | 14 | P—K Kt 3 |
| 15 | R × Kt | | |

Well played. Of course Mr. Marshall is on familiar ground, this being one of his favourite variations.

		15	Q × R
16	P—K Kt 4	16	Q—Q sq
17	P × Kt	17	Q × Q
18	Kt × Q	18	P—K 4
19	P × P	19	R P × P
20	R—Kt sq	20	R—K sq
21	Kt—B 3	21	P—B 3
22	R × P ch	22	K—B 2
23	R—Kt 3	23	B—Q 2
24	Kt—Q 2	24	R—R sq
25	Kt—K 4	25	P—Kt 3
26	R—B 3	26	P—B 4
27	B × P	27	R—R 5
28	Kt—Q 6 ch	28	Resigns.

QUEEN'S COUNTER GAMBIT.

GAME No. 7.

Played in the Hanover Tournament of German Chess Association, 1902.

NOTES FROM *The Field.*

	WHITE.		BLACK.
	MR. F. J. MARSHALL.		MR. W. E. NAPIER.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 4
3	P × K P	3	P—Q 5
4	Kt—K B 3	4	Kt—Q B 3
5	Q Kt—Q 2		

This development, tested at Monte Carlo, has been found the best

		5	B—K 3
6	P—K Kt 3	6	P—K Kt 3
7	B—Kt 2	7	B—Kt 2
8	Kt—Kt 3		

Giving up the Q B P for the troublesome Q P, thus obtaining an open Q B file, and enabling P—K 4 subsequently.

		8	B × B P
9	Q Kt × P	9	Kt × Kt
10	Kt × Kt	10	B—Q 4

.................Of doubtful value, the Bishop being dislodged afterwards with P—K 4, and exchanged at K 3 with an isolated K P, upon which White immediately produces a pressure.

| 11 | Q—R 4 ch | 11 | P—B 3 |
| 12 | P—K 4 | 12 | B—K 3 |

13	Kt × B	13	P × Kt
14	Castles	14	B × P

............Black has got his Pawn back, but much the inferior position.

15	Q —Kt 3	15	Q —K 2
16	B —R 3	16	K —B 2
17	B —K 3	17	Kt —B 3
18	P —B 4	18	B —B 2
19	P —B 5	19	K —Kt 2
20	P × K P	20	B —K 4
21	R —B 2		

The rest really plays itself; no necessity for a plan, the line of attack being indicated.

		21	K R —Q sq
22	Q R —K B sq	22	K —R sq
23	B —Kt 5	23	Q —B 4
24	B × Kt ch	24	B × B
25	K —Kt 2	25	B —Kt 2
26	Q × P	26	Q —B 5
27	Q —Kt 3	27	Q × P ch
28	Q —B 3	28	Q —Q Kt 5
29	Q × P	29	Q R —Kt sq
30	P —Kt 3	30	Q —K 2
31	P —Q Kt 4	31	R —Kt 3
32	Q —K 4	32	R (Kt 3) —Q 3
33	R —B 7		

This would also have been the reply to R × Kt P.

		33	R —Q 7 ch
34	K —R sq	34	Q —Q 3
35	P —K 7	35	R —K sq
36	Q —K 6	36	Q —Q 6
37	R —B 8 ch	37	B × R
38	Q —K 5 ch	38	Resigns.

A pretty move, mating by force. If 38..., B—Kt 2, then 39 R—B 8 ch, etc.

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QUEEN'S GAMBIT ACCEPTED.

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GAME No. 8.

Played in a simultaneous display at the Birmingham
Y.M.C.A. Chess Club, December, 1902.

	WHITE. MR. F. J. MARSHALL.		BLACK. MR. F. J. BURGOYNE.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P × P
3	Kt—K B 3	3	Kt—K B 3
4	Kt—B 3	4	B—B 4
5	B—Kt 5	5	P—B 3
6	B × Kt	6	K P × B
7	P—K 4	7	B—Kt 5
8	B × P	8	B × Kt
9	P × B	9	Kt—Q 2
10	Q—Kt 3 !	10	Q—Kt 3
11	B × P ch	11	K—Q sq
12	Castles Q R	12	K—B 2
13	Q—B 2	13	Q—R 4
14	P—Q 5	14	P—B 4
15	P—Q 6 ch !	15	B × P
16	R × B		

Position after White's 16th move (R × B) :—

BLACK (MR. BURGOYNE).
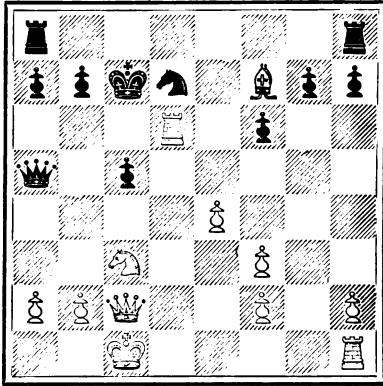
WHITE (MR. MARSHALL).

		16	K × R
17	Q—Q 2 ch	17	K.—K 2
18	Kt—Q 5 ch !	18	K × B
19	Q × Q	19	P—Kt 3
20	Q—R 4	20	Kt—K 4
21	P—B 4	21	Kt—Q 6 ch
22	K—Kt sq	22	Resigns.

J

RUY   LOPEZ.

—

GAME No. 9.

Played in the Birmingham Chess Club, December,
1902.

NOTES FROM THE *Birmingham Daily Post.*

WHITE.	BLACK.
ALLIES: MESSRS. A. J. MACKENZIE, MCCARTHY AND PRICE.	MR. F. J. MARSHALL.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	P—B 4

.. ..Schliemann's Counter Gambit.   Mr. Marshall had
previously engaged to play this variation.

4	Kt—B 3

Said to be the best continuation.   Other good moves are P—Q 3
and Q—K 2; but P—Q 4 and B × Kt are considered inferior.

		4	Kt—B 3
5	P—Q 3	5	B—Kt 5
6	Castles	6	Castles
7	Kt—Q 5	7	Kt × Kt
8	B—Q B 4	8	P—B 5
9	P—B 3	9	B—Q 3
10	P × Kt		

B × Kt ch would have been better. White intended to plant the Kt on K 4, but did not properly reckon with ...Q—R 5, which gains the attack for Black.

		10	Kt—R 4
11	Kt—Q 2 ?	11	Q—R 5 !
12	Q—B 3	12	P—Q Kt 3

.................Laying an elaborate trap to allow Q × R, upon which Black would be able to advance his P—K B 6. The Allies went into it with their eyes open, trusting that with their Q on Q 7, commanding an important diagonal, they might be able to wriggle out of the attack.

13	Kt—K 4	13	Kt × B
14	P × Kt	14	B—K 2
15	P—Q 6	15	P × P
16	Kt—B 6		

Position after White's 16th move (Kt—B 6 ch):—

BLACK (MR. MARSHALL).
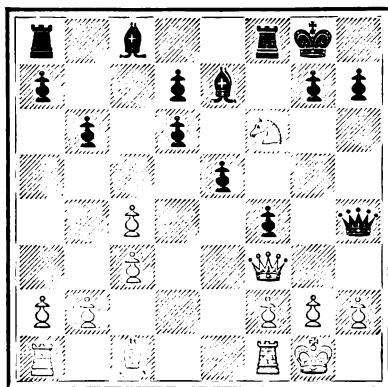
WHITE (THE ALLIES).

Possibly Kt × P was better. But the time-limit of 18 moves began to press very hardly, as it did also towards the end of the second hour.

		16	R × Kt !
17	Q—Q 5 ch	17	K—B sq
18	Q × R	18	P—B 6
19	Q × B ch	19	K—B 2
20	Q × Q P		

If P × P, Q—R 6 !

		20	P × P
21	B—K 3		

If K × P, mate follows by ...Q—K 5 ch ; P—B 3, Q—K 7 ch, etc.

		21	P × R (Q) ch
22	K × Q		

If R × Q, Black wins a piece.

		22	Q × Q B P ch
23	K—K sq	23	R—Kt 3
24	Q—B 5 ch	24	K—Kt sq
25	K—Q 2	25	Q—K Kt 5
26	Q—Q 3	26	Q—K 3
27	K—B 2	27	R—Kt 7
28	P—Q R 4	28	P—Q 4
29	P—R 5	29	B—B 4 !
30	P × P	30	B × B
31	P—Kt 7	31	R × P ch
32	K—Kt sq	32	Q—Q Kt 3
33	Q × P ch	33	K—R sq
34	P—Kt 4 ?		

There was no way of even temporarily saving the game except by P Queens.

		34	Q—Kt 3 ch
35	Resigns.		

QUEEN'S GAMBIT DECLINED.

GAME No. 10.

Played in the Monte Carlo Tournament, 1903.

NOTES FROM *The Daily News.*

WHITE.	BLACK.
MR. F. J. MARSHALL.	MR. R. TEICHMANN.
1　P—Q 4	1　P—Q 4
2　P—Q B 4	2　P—Q B 3

...............The game shows that Mr. Teichmann has misapplied this move. If you play this move and nothing else, as Black did in this case, the second player's game will always remain in a stodgy and undeveloped state. P—Q B 3 can only be played when it is followed later on—the Q P having been secured—by a counter advance in another direction, such as P—K 4, or Kt—K 5, or P × B P, etc.

3　Q Kt—B 3	3　K Kt—B 3
4　B—Kt 5	4　Q Kt—Q 2
5　Kt—B 3	5　P—K 3
6　P—K 3	6　B—Q 3

..................This move would be all right, too, if Black had been carrying out the intention of playing P—K 4, but this was obviously not his intention ; in fact, the position was not favourable for that manœuvre at the moment. He should, therefore, have certainly played B—K 2, which is not only the best place for Black's Bishop in all close games, but which is also the best reply to White's move of B—K Kt 5. It will be noticed, curiously enough, that Black, after losing time with his Bishop, and also with his Queen, is obliged to play Q—Q sq, and B—K 2 ultimately.

7	B—Q 3	7	Q—K 2

................Black must have intended after all to try P—K 4, but White's tactics prevented this.

8	P × P	8	K P × P
9	Q—B 2	9	Q—Q sq

....Black, in a way, was brought to a standstill, with White's pieces all pointing to Black's King's wing, and White having the option of Castling on the Queen's side, Black was afraid to Castle, even after playing P—K R 3, to prevent B × P ch, for fear of a strong King's side attack. But in making a retiring move, he gives White his chance, and this the latter seizes and exploits with remarkable ability.

10	P—K 4	10	P × P
11	Kt × P	11	B—K 2
12	Castles K R	12	P—K R 3

Position after Black's 12th move (P—K R 3):—

BLACK (MR. TEICHMANN).
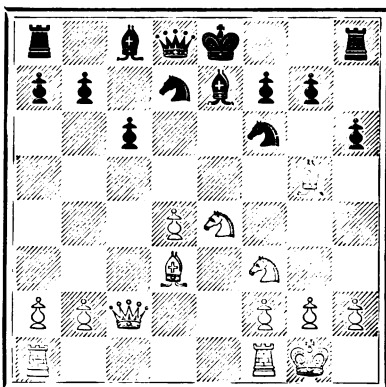
WHITE (MR. MARSHALL).

13   K R—K sq

We feel very diffident in applying the cold rush light of criticism to illuminate such brilliant flashes of genius, but our modest small light shows us the following truly romantic continuation : 13..., P × B ; 14 Kt—Q 6 ch, K—B sq ; 15 Kt × B P (giving up the second piece), K × Kt ; 16 Kt × P ch, K—Kt sq ; 17 B—B 4 ch, Kt—Q 4 ; 18 Q—Kt 6, R—R 3 ; 19 B × Kt ch, P × B ; 20 Q—B 7 ch, K—R sq ; 21 R × B, Q—B sq ; 22 R—K 8, R—K B 3 ; 23 R × Q ch, Kt × R ; 24 Q—R 5 ch, K—Kt sq, and White should win. It seems that Black's moves are more or less forced ; the combination, if seen through by Mr. Marshall, is certainly one of the finest that has been conceived over the board in tournament play, and its originator ought to receive the fullest credit for giving such special evidence of his possession of combinative genius of the very highest order.

		13	Castles
14	B—R 4	14	Kt × Kt
15	B × B	15	Q × B
16	R × Kt	16	Q—Q 3
17	Q R—K sq	17	Kt—B 3
18	R—R 4	18	B—K 3
19	Kt—K 5	19	K R—K sq
20	R—K 3	20	Q R—Q sq
21	R—Kt 3	21	B—Q 4

................In order to be prepared to play R × Kt, in view of eventualities which might occur.

22   Q—Q 2

The fortunes of this game are wrecked by this move. If White had played a simple move such as P—K R 3, or if he had played Q—B sq, there is no doubt he would have maintained his advantage.

22   Kt—K 5

23   R × Kt

Position after White's 23rd move (R × Kt):—

BLACK (MR. TEICHMANN).
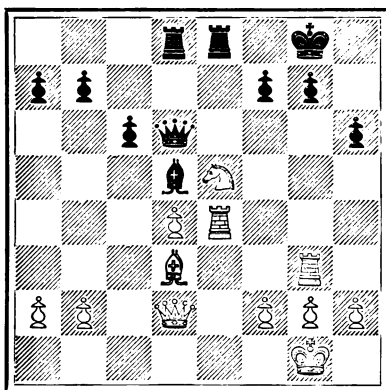
WHITE (MR. MARSHALL).

If 23 B × Kt, B × B ; 24 R × B, R × Kt ; 25 R × R, Q × R ; then again if 23 B × Kt, B × B ; 24 R × R P, Q × Kt would follow, with advantage.

23   B × R

24   Q—B 4

If B × B, R × Kt wins just the same.   White must have been under the impression that by playing the threatening move of Q—B 4, he could either win the piece back or force the position.

24   P—K B 4

25   B—B 4 ch   25   K—R 2
26   Kt—B 7

A mistake which was no doubt committed under great time pressure But even without the mistake White's chances were gone, for in reply to either B—B 7 or R—Kt 6, Black could play Q × P.

26   Q × Q

27   Resigns.

QUEEN'S GAMBIT DECLINED.

———

GAME No. 11.

Played in the Monte Carlo Tournament, 1903.

NOTES FROM *The Daily News.*

	WHITE. MR. H. N. PILLSBURY.		BLACK. MR. F. J. MARSHALL.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—Q B 3
3	K Kt—B 3	3	Kt—B 3
4	Kt—B 3 .	4	Kt—K 5

...............The novelty of Black's proceedings deserves the special attention of all players interested in this opening. Black's play seems both active and plausible.

5	P—K 3	5	P—K 3
6	B—Q 3	6	P—K B 4
7	Kt—K 5	7	Q—R 5
8	Q.—B 2	8	Kt—Q 2
9	Castles	9	B—Q 3
10	P—B 4	10	P—K Kt 4

..............This move is equivalent to giving up a Pawn ; there does not seem to be sufficient advantage in sight to justify the sacrifice, particularly as after playing Q Kt—B 3, and possibly also R—K Kt sq, Black would have a very good game.

11	Kt—B 3	11	Q—R 4
12	B × Kt	12	B P × B
13	Kt × Kt P		

Position after White's 13th move (Kt × Kt P) :—

BLACK (MR. MARSHALL).
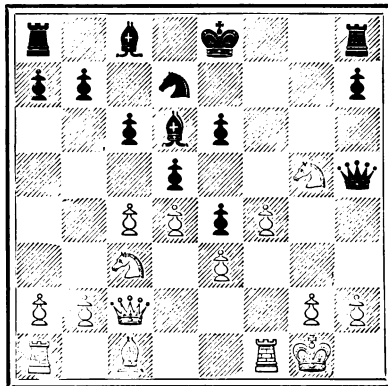
WHITE (MR. PILLSBURY).

13   Kt—B 3

..............It is not clear what answer White would have to Black's move of R—K Kt sq. Supposing then 14 Kt × K P (to avoid R × Kt), then Kt—B 3, followed if 15 Kt—Kt 5, by R × Kt. If in answer to R—K Kt sq, P—K Kt 3, then Kt—B 3, to be followed by P—K R 3, promises well for Black.

14	Q—K 2	14	Q—Kt 3
15	P—Q B 5	15	B—B 2
16	K—R sq	16	P—K R 3

17	Kt—R 3	17	R—K Kt sq
18	B—Q 2	18	P—Kt 3
19	P—Q Kt 4		

It is surprising that White should not have seen that the object of Black's move P—Kt 3 was to play B—R 3. There is however this to be said, that if White had played 19 R—K Kt sq, he would have placed himself in a very uncomfortable position ; still it was better than losing the exchange.

		19	P × P
20	Kt P × P	20	B—R 3
21	Q—B 2	21	B × R
22	R × B	22	R—Kt sq
23	B—B sq	23	B—R 4
24	Kt—Q sq	24	K—Q 2
25	R—Kt sq	25	Q—R 4
26	Q—B 2	26	R—K Kt 2
27	Kt (Q sq)—B 2	27	Q R—Kt sq
28	Q—Q sq	28	Q × Q
29	Kt × Q	29	R—Kt sq
30	P—Kt 3	30	Kt—Kt 5
31	R—Kt 2	31	R—Kt 8
32	R—Q B 2	32	R—K Kt sq
33	K—Kt 2	33	B—Q 7

.... The game is played in a remarkable clever manner by Black throughout. He might have played B—Q 7 on the previous move, but as the sequel will show, the text move was only intended to still further pave the way for a possible sacrifice of the exchange by R × Kt, conditional on Black being able to play Kt × P ch.

34	B × B	34	R × Kt

................With this generous attacking move Black gives back the exchange, but a thorough masterly winning combination is the outcome.

35	R—Kt 2	35	R—Kt sq

Position after Black's 35th move (R—Kt sq):—

BLACK (MR. MARSHALL).
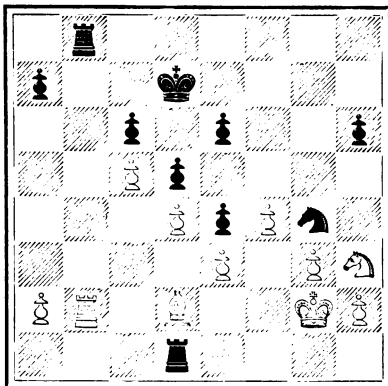
WHITE (MR. PILLSBURY).

36	R × R	36	R × B ch
37	K—Kt sq	37	R—Q 8 ch
38	K—Kt 2	38	Kt × P ch
39	K—B 2	39	Kt—Kt 5 ch
40	K—Kt 2		

If 40 K—K 2, R—K R 8 would probably follow.

		40	R—Q 7 ch
41	K—Kt sq	41	P—K 6
42	R—Kt sq	42	P—K 7
43	Kt—B 2	43	P—K 8 = Q ch
44	R × Q	44	Kt × Kt
45	R—K 5	45	Kt—Kt 5
46	R—R 5	46	R × Q R P
47	P—R 3	47	Kt—K 6
48	P—Kt 4	48	R—Kt 7 ch

Position after Black's 48th move (R—Kt 7 ch):—

BLACK (MR. MARSHALL).
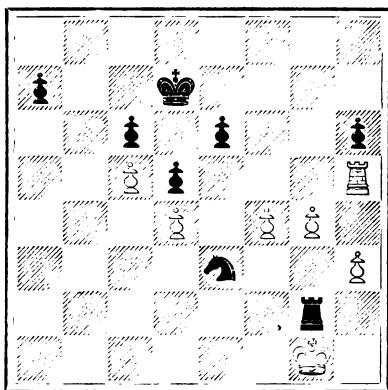
WHITE (MR. PILLSBURY).

49	K—R sq	49	R—K B 7
50	R × R P	50	R × B P
51	R—R 7 ch	51	K—Q sq
52	P—Kt 5	52	P—R 4
53	P—Kt 6	53	Kt—B 4
54	P—Kt 7	54	Kt × Kt P
55	R × Kt	55	R × P
56	R—Q R 7	56	P—R 5
57	K—Kt 2	57	R—Q B 5
58	R—R 5	58	K—K 2
59	K—Kt 3	59	K—B 3
60	P—R 4	60	K—B 4
61	R—R 6	61	R × B P
62	R × R P	62	R—B 6 ch
63	K—R 2	64	R—B 5
64	Resigns.		

QUEEN'S GAMBIT DECLINED

———

GAME No. 12.

Played in the 1903 Cable Match between Great Britain and the United States of America.

NOTES BY T. LAWRENCE, *vide The People*

WHITE.	BLACK.
MR. F. J. MARSHALL.	MR. H. E. ATKINS.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—Q B 3

................May be played without much risk, and has the rare merit of eluding the orthodox variations of the Queen's Gambit Declined. It found considerable favour at the recent Monte Carlo Meeting.

3 Kt—Q B 3	3 Kt—K B 3
4 P × P	

White effects nothing by this precipitate capture. B—B 4 at once appears preferable.

	4 P × P
5 B—B 4	5 Kt—Q B 3
6 P—K 3	

Kt—Kt 5 is obviously impracticable.

	6 P—K 3
7 B—Q 3	7 B—K 2
8 Kt—B 3	8 Castles
9 Kt—K 5	

Leading to an attack more apparent than real.

	9 Kt × Kt
10 P × Kt	10 Kt—Q 2
11 Q—B 2	11 P—K Kt 3

| 12 | P—K R 4 | 12 | Kt—B 4 |
| 13 | P—R 5 | 13 | Kt × B |

................This marks the close of White's short-lived attack. The advantage now lies with his opponent.

14	Q × Kt	14	P—K Kt 4
15	B—Kt 3	15	P—K B 4
16	P × P *e.p.*	16	B × P
17	R—Q sq	17	Q—Kt 3
18	R—Q 2	18	B—Q 2
19	Castles	19	Q R—B sq
20	R—B sq	20	B—Kt 4

................Black takes advantage of White's last move to commence a formidable counter-attack.

21	Q—B 2	21	R—B 5
22	Q—Kt 3	22	Q—B 3
23	Q R—B 2	23	R—B sq
24	Q—R 3	24	B—R 3

Position after Black's 24th move (B—R 3) :—

BLACK (MR. ATKINS).
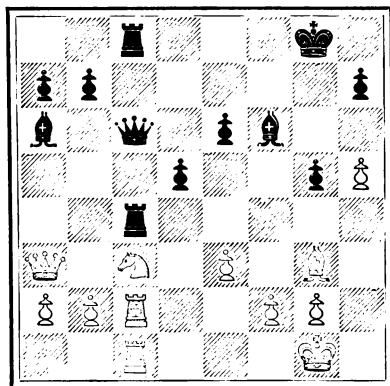
WHITE (MR. MARSHALL).

25 P—Kt 3

The initial move of a magnificent combination.

25 R—B 4

.................The alternative was R × Kt, with the continuation 26 R × R, B × R; 27 R × B, Q × R; 28 Q—K 7. Black's best reply appears to be R—B sq, when White can at least draw by perpetual check.

26 Kt × P

A necessary sequel, but none the less beautiful.

		26	R × R
27	R × R	27	Q × R
28	Kt × B ch	28	K—B 2
29	Q—Q 6		

The sacrifice of the Knight is forced, for if B—K 5, Black forces the exchange of Queens, and wins.

		29	K × Kt
30	B—K 5 ch	30	K—B 4

....If K—B 2, White mates in five, thus : 31 Q—Q 7 ch, K—B sq ; 32 B—Q 6 ch, K—Kt sq ; 33 Q × P ch, K—Kt 2 ; 34 P—R 6 ch, K—R sq ; 35 B—K 5 mate.

31 P—B 3   31 Resigns.

.................There is no escape. If P—Kt 5 ; 32 P—K 4 ch, K—Kt 4 ; 33 Q—K 7 ch, K—R 3 ; 34 Q—Kt 7 ch, K × P ; 35 Q × P ch, K—R 3 ; 36 B—Kt 7 mate.

MUZIO GAMBIT.

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Game No. 13.

Played in the Vienna Gambit Tournament, 1903.

Notes from *The Yorkshire Post.*

WHITE.	BLACK.
Mr. F. J. Marshall.	M. G. Maroczy.

1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	K Kt—B 3	3	P—K Kt 4
4	B—B 4	4	P—Kt 5
5	Kt—B 3		

Known as MacDonnell's variation.

		5	P × Kt
6	Q × P	6	P—Q 4
7	Kt × P	7	P—Q B 3
8	Kt × P		

White has already two Pawns for the piece. Black has, furthermore, two weak Pawns and a very bad position. The defence has, therefore, proved itself to be bad.

		8	Q—B 3
9	P—B 3	9	B—R 3
10	P—Q 4	10	Kt—K 2
11	Castles	11	Castles

K

Position after Black's 11th move (Castles):

BLACK (M. MAROCZY).
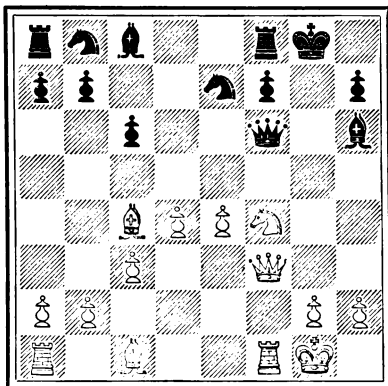
WHITE (MR. MARSHALL).

  12 Kt—Q 5

 By this ingenious idea White wins his piece back, and therefore the game.

		12	Kt × Kt
13	Q × Q	13	Kt × Q
14	B × B	14	Q Kt—Q 2
15	B × R	15	K × B
16	P—K 5	16	Resigns.

 ....If 16..., Kt—Q 4; 17 B × Kt, P × B; 18 P—K 6 wins easily.

KING'S KNIGHT'S GAMBIT.

———

GAME No. 14.

Played in the Vienna Gambit Tournament, 1903.

NOTES FROM *The Yorkshire Post.*

	WHITE. MR. F. J. MARSHALL.		BLACK. HERR SWIDERSKI.
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	Kt—K B 3	3	P—K B 4

.... By this return of the P won, Black produces a game which is, of course, contrary to the spirit of the gambit for which the tournament was instituted.

4	P—Q 3		

Although this appears to lose a move, it is more cramping to Black's game than the usual P × P.

		4	P—Q 4
5	P × Q P	5	B—Q 3
6	P—Q 4	6	Q—B 3
7	B—Kt 5 ch		

White obtains a rapid development in the next move or two, whether Black interposes B or P.

		7	B—Q 2
8	Q—K 2 ch	8	Kt—K 2
9	Castles	9	P—K Kt 4

10	Kt—B 3	10	P—Q R 3
11	B—Q 3	11	Castles
12	B—Q 2	12	P—R 3
13	Kt—K 5	13	B—K sq
14	Q R—K sq	14	Kt—Q 2

Position after Black's 14th move (Kt—Q 2) :—

BLACK (HERR SWIDERSKI).
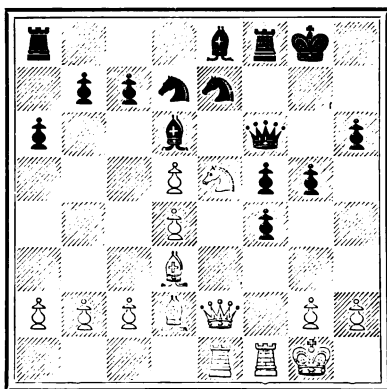
WHITE (MR. MARSHALL).

15 P—K Kt 3

The beginning of a pretty combination, having for its object the winning of the Kt on K 2.

		15	P × P
16	Kt—K 4	16	Q—Kt 2
17	Kt × B	17	P × Kt
18	Kt × Kt	18	B × Kt
19	Q × Kt	19	Q × P ch
20	Q—K 3	20	P × P ch
21	K × P	21	Q × Kt P

...............Black takes this P, against his desire no doubt, in order to keep the B off the long diagonal ; he has now three Pawns for the piece, but his Q P must fail.

22	Q—Kt 3	22	Q—B 3
23	R—K 2		

Well played, still delaying the advance of the B P.

		23	Q R—K sq
24	R (K 2)—B 2	24	Q—Kt 3
25	B—Kt 4	25	Q—R 4 ch
26	K—Kt sq	26	R—B 3
27	B—B 3	27	R—B 2
28	Q × Q P	28	R—K 6
29	R—R 2		

Position after White's 29th move (R—R 2) :—

BLACK (HERR SWIDERSKI).
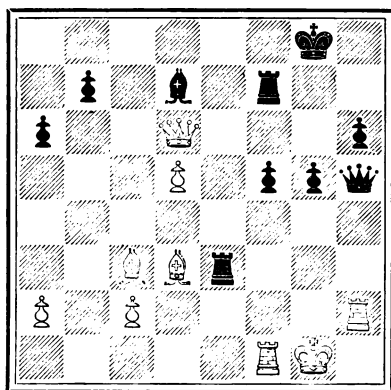
WHITE (MR. MARSHALL).

	29	Q—Kt 5 ch

...............The alternative was R—K 5, and it was perhaps stronger, but the attack cannot any way be long withstood.

30	K—R sq	30	R—R 6
31	Q—Kt 6 ch	31	K—B sq
32	B—Kt 4 ch	32	Resigns.

KING'S BISHOP'S GAMBIT.

————

GAME No. 15.

Played in the Vienna Gambit Tournament, 1903.

NOTES FROM THE *Deutsche Schachzeitung.*

	WHITE.		BLACK.
	MR. H. N. PILLSBURY.		MR. F. J. MARSHALL.
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	B—B 4	3	P—K B 4
4	Q—K 2	4	P × P ?

...............A very old and unsound sacrificial combination, but Pillsbury misses the right reply.

5	Q—R 5 ch	5	P—Kt 3
6	Q—K 5 ch	6	Q—K 2
7	Q × R	7	Kt—K B 3
8	Kt—Q B 3		

The following mode of play, indicated by G. R. Meumann, seems to render the sacrifice nugatory : 8 P—Kt 3 !, P—Q 4 ; 9 B—R 3, P—Q B 4 ; 10 Q B × P, Q × B ; 11 Q × Kt, P × B ; 12 Q × B P, and White has the advantage.

		8	P—Q B 3
9	B—Kt 8		

This move cannot be sound, though, it must be admitted, the conception underlying it is brilliant.

9 P—Q 4

....The simplest and most natural continuation. B—Kt 2 would be wrong on account of B—B 7 ch and Q × B. Kt—R 3, threatening B—Kt 2, would result in the following incisive bit of play: 9..., Kt—R 3; 10 Kt—R 3 !, B—Kt 2 ?; 11 B—B 7 ch, K × B; 12 Kt—Kt 5, mate.

10	K Kt—K 2	10	P—B 6
11	Kt—K B 4	11	B—K B 4
12	B × R P		

Forced, as B—Kt 2 is now threatened.

		12	Kt × B
13	Castles	13	Kt—Q 2
14	P × P		

Position after White's 14th move (P × P):—

BLACK (MR. MARSHALL).
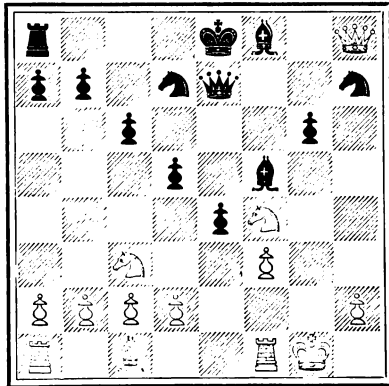
WHITE (MR. PILLSBURY).

14 Castles

... .Q Kt—B 3, followed by Castles, would have won the Queen.

15 Q—Q 4

Necessary on account of Q Kt—B 3.

15 Q—Kt 4 ch

16 K—R sq

Not Kt—Kt 2, of course, owing to B—B 4.

		16	Q × Kt
17	P—Q 3	17	Q—R 5
18	Q P × P	18	B—Q B 4
19	Q—Q 2	19	P × P
20	P × P	20	B × P ch
21	Kt × B	21	Q × Kt ch
22	Q—Kt 2	22	Q × Q ch
23	K × Q	23	R—K sq
24	K—B 3	24	Kt—K 4 ch
25	K—Kt 3	25	B—Q 3
26	K—Kt 2	26	P—K Kt 4
27	R—K sq	27	R—B sq
28	B—K 3	28	Kt—Kt 5
29	B—Kt sq	29	P—Kt 3
30	P—K R 3	30	Kt—B 3
31	Q R—Q sq	31	Kt—Q 4
32	P—Q B 4	32	Kt—B 5 ch
33	K—R sq	33	K—B 2
34	B—R 2	34	Kt—K B 3
35	B × Kt	35	P × B
36	R—K 6	36	Kt—K sq
37	P—Q R 3	37	P—R 4
38	P—K R 4	38	P—B 6
39	P—K R 5	39	R—B 5
40	Resigns.		

RICE GAMBIT.

GAME No. 16.

Played in the Rice Gambit Tournament at Monte Carlo, 1904.

NOTES FROM THE *Field.*

	WHITE.		BLACK.
	Mr. F. J. MARSHALL.		Herr SCHEVE.
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	Kt—K B 3	3	P—K Kt 4
4	P—K R 4	4	P—Kt 5
5	Kt—K 5	5	Kt—K B 3
6	B—B 4	6	P—Q 4
7	P × P	7	B—Q 3
8	Castles	8	B × Kt
9	R—K sq	9	Q—K 2
10	P—B 3	10	P—B 6
11	P—Q 4	11	Kt—K 5
12	R × Kt	12	B—R 7 ch
13	K × B	13	Q × R
14	P—Kt 3	14	Castles
15	B—Q 3	15	Q × P
16	P—B 4	16	Q—K R 4

..............Q—Q sq is probably the better move.

17   Kt—B 3   17   P—Q B 3

..............Too slow. 17..., B—K 3, followed by Kt—Q 2, would be a better development. If 18 P—Q 5, then 18..., B—B 4, or B—B 4 at once.

18   Kt—K 4   18   P—K B 4
19   Kt—Q 6   19   P—B 5

....A tempting attack, which Herr Scheve had prepared in conjunction with the subsequent P—B 7, but not examined carefully enough. Mr. Marshall saw further.

20   Q—K sq

The only move, but effective enough.

		20	P × P ch
21	Q × P	21	Kt—Q 2
22	B—Kt 5	22	P—B 7
23	B—B 5		

The winning move. Black has given up his only strength—the passed Pawn—and his undeveloped pieces can give no aid to the defence.

		23	Kt—Kt 3
24	Kt × B	24	Q R × Kt
25	B—K 6 ch	25	R—B 2
26	R—K B sq	26	Q R—K sq
27	B × R ch	27	Q × B
28	Q × Kt P	28	Q—Kt 3
29	R × P	29	Kt × P
30	P—R 5	30	R—K 5
31	B—R 6		

A most beautiful move, the Queen being twice attacked, and Black cannot save the game.

31   Resigns.

RICE GAMBIT.

GAME No. 17.

Played in the Rice Gambit Tournament at Monte Carlo, 1904.

NOTES FROM THE *Field*.

	WHITE. Herr MIESES.		BLACK. Mr. F. J. MARSHALL.
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	Kt—K B 3	3	P—K Kt 4
4	P—K R 4	4	P—Kt 5
5	Kt—K 5	5	Kt—K B 3
6	B—B 4	6	P—Q 4
7	P × P	7	B—Q 3
8	Castles	8	B × Kt
9	R—K sq	9	Q—K 2
10	P—B 3	10	Kt—R 4
11	P—Q 4	11	Castles
12	R × B		

Professor Rice: 12 P × B. If Black replies Q × R P, White plays P—K 6, followed by 13..., P—B 6; 14 P × P ch, R × P; 15 R—K 8 ch, or if 14..., K moves; 15 Q—Q 4 ch. If 13..., P × P, then 14 P × P, threatening P—K 6 dis. ch, with a promising game.

			12 Q × P
13	R × Kt	13	Q × R
14	B × P	14	Kt—Q 2

..............This variation, giving up the Pawn for a quick develop-
ment, seems the right course for Black.

15   Kt—Q 2   15   Kt—Kt 3

Position after Black's 15th move (Kt—Kt 3):—

BLACK (MR. MARSHALL).
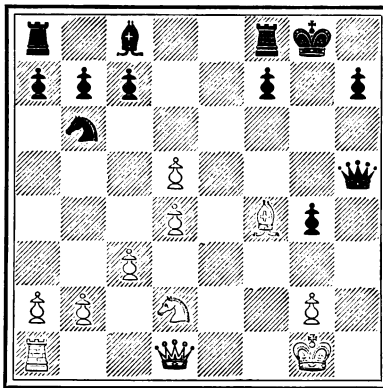
WHITE (HERR MIESES).

16   B × P

The alternative would be 16 Q—K sq, Kt × B ; 17 Kt × Kt, Q × P ;
18 B—R 6, and the Knight could not be taken, because of 19 Q—K
7, threatening also Q—Kt 5 ch.   Of course, this is only a suggestion
of an alternative ; it must be worked out for both White and Black.

16   B—Q 2
17   B—Q Kt 3   17   K R—K sq
18   P—B 4

Now, Black having occupied the open K file, it is difficult to bring
the Queen and Rook into play, and White has a very bad game.
The alternative of 18 B—Kt 3 would not answer in the long run
either, because of the eventual P—B 4.   Still, it would have been
comparatively better.

		18	Q—Kt 4
19	Kt—B sq.	19	Q R—B sq
20	B × Kt		

Compelled to part with the useful Bishop, or lose a Pawn.

		20	P × B
21	Q—Q 3	21	B—B 4
22	Q—Kt 3	22	P—R 4
23	P—Q 6	23	R—K 7
24	B—Q sq	24	P—R 5
25	Q—Q B 3	25	R—K 3
26	P—Q 7	26	R—Q sq
27	P—Q 5	27	R—K 2
28	Q—Kt 4	28	R (Q sq) × P
29	B—R 4	29	R—K 7
30	B—Q sq		

If 30 B × R, then 30..., B—K 5 wins.

		30	R—K 4
31	B—R 4	31	Q—B 5
32	Q × P		

Again the Rook cannot be taken, because of 32..., R—K 7.

		32	R—K 7
33	B × R		

As good as anything else.   There is no saving move.

		33	B—K 5 •
34	Kt—K 3	34	Q—B 7 ch
35	K—R 2	35	Q—Kt 6 ch
36	Resigns.		

36 K—Kt sq, R × P ch, and mate to follow.   A pretty game, in Mr. Marshall's best style.

SICILIAN DEFENCE.

GAME No. 18.

Played in American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL.

WHITE.		BLACK.	
Dr. LASKER.		Mr. F. J. MARSHALL.	
1	P—K 4	1	P—Q B 4
2	Kt—K B 3	2	P—K 3
3	Kt—B 3	3	P—Q 4

...............A line of play which I consider should hold its own.

4	P × P	4	P × P
5	B—Kt 5 ch	5	Kt—B 3
6	Castles	6	Kt—B 3
7	P—Q 4	7	B—K 2
8	P × P	8	Castles

...............As White's extra Pawn is doubled, and will not count until the ending is reached, Black is justified, considering his development, in permitting this material advantage.

9	B—Kt 5	9	B—K 3
10	B × Q Kt	10	P × B
11	P—Q Kt 4	11	P—K R 3
12	B × Kt	12	B × B
13	Q—Q 2	13	P—Q R 4

14	P—Q R 3	14	Q—Kt sq
15	Q R—Kt sq	15	P × P
16	P × P	16	R—R 6
17	Kt—Q 4	17	Q—K 4
18	Q Kt—K 2	18	B—Kt 5
19	P—K B 3	19	B—Q 2
20	P—B 3		

Position after White's 20th move (P—B 3) :—

BLACK (MR. MARSHALL).
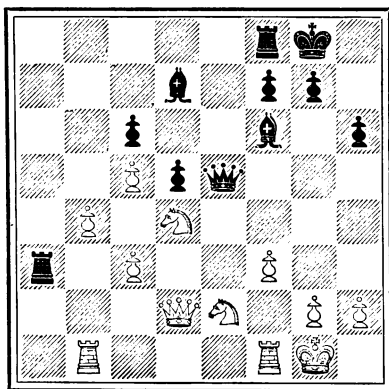
WHITE (DR. LASKER).

20   R—K sq

.... Here, I believe, Black misses his chance; for K R—R sq is the obvious move, and gives a strong hold on the position.

21	R—R sq	21	K R—R sq
22	R × R	22	R × R
23	R—K sq	23	Q—B 2
24	Kt—B 2	24	R—R 7
25	R—R sq	25	Q—R 2
26	Q—B sq	26	B—B 4

27	R × R	27	Q × R
28	Kt (B 2)—Q 4	28	B—Q 6
29	Q—K 3	29	B × Kt (Q 4)
30	Kt × B	30	Q—R 8 ch
31	K—B 2	31	Q—Kt 7 ch
32	K—Kt 3	32	B—B 8
33	K—B 4		

A startling move, demonstrating the champion's deep insight. It came within an ace of winning.

		33	Q × K Kt P
34	K—K 5	34	Q—Kt 3
35	Q—B 4	35	B—Q 6

...............If 35..., B—R 6, which looks plausible, then 36 P—Kt 5, P—B 3 ch ; 37 K—Q 6, Q—K sq ; 38 K—B 7, and White must win.

36 P—Kt 5

As Dr. Lasker suggested, Q—R 4 was preferable.

		36	B × P
37	Kt × B	37	P × Kt
38	K—Q 4	38	Q—B 7
39	P—B 6	39	Q—R 5 ch
40	K—K 3	40	Q—R 2 ch
41	K—Q 3	41	P—Kt 5
42	P—B 7		

If the Kt P is captured, the more dangerous B P falls through Q—R 3 ch.

		42	Q—R 3 ch
43	K—Q 2	43	P × P ch
44	K × P	44	Q—Q B 3 ch
45	K—Q 2	56	P—B 3

Drawn.

SICILIAN DEFENCE.

—

GAME No. 19.

Played in the American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL.

WHITE.		BLACK.	
Mr. A. W. FOX.		Mr. F. J. MARSHALL.	
1	P—K 4	1	P—Q B 4
2	Kt—K B 3	2	P—K 3
3	P—Q 4		

Dr. Lasker here played Kt—B 3.

		3	P—Q 4
4	P × B P	4	B × P
5	B—Kt 5 ch	5	Kt—B 3
6	Castles	6	K Kt—K 2
7	Kt—B 3	7	P—Q R 3
8	B × Kt ch	8	P × B
9	P—Q Kt 3	9	P—Q R 4
10	Kt—Q R 4	10	B—R 2
11	B—R 3	11	B—R 3

...............The line up on the Q R file is unusual, but occurred on one other occasion in this tournament. White's Rook goes not unwillingly to King square.

12	R—K sq	12	Castles
13	P × P	13	B P × P
14	B × Kt	14	Q × B
15	Q × P	15	B—Kt 2

L

............The loss of the Pawn might easily have had more serious consequences.

16	Q—K Kt 5	16	Q—B 2
17	P—B 4	17	B × Kt
18	P × B	18	Q R—Q sq
19	Q R—Q sq	19	B—Q 5
20	P—B 4	20	R—Q 3

Position after Black's 34th move (R—Q 3):—

BLACK (MR. MARSHALL).

WHITE (MR. FOX).

21   R—Q 2

An oversight, of course, but it is curious that the White Queen has no means of connecting with the Rook, which, in consequence, falls prey to the enemy.

		21	B—B 3
22	R × R	22	B × Q
23	K R—Q sq	23	B × P
24	P—B 5	24	B × R
25	P × R	25	Q—B 7
26	R—Q 4	26	P—K 4
27	Resigns.		

RUY LOPEZ.

—————

GAME No. 20.

Played in the American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL

WHITE.	BLACK.
Mr. A. B. HODGES.	Mr. F. J. MARSHALL.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	P—B 4
4	Q—K 2	4	Kt—B 3

..............Played under a misapprehension. P × P, followed by Kt—B 3, is correct, Black sacrificing a Pawn for a splendid development.

5	P × P	5	P—K 5
6	P—Q 3	6	P—Q 4
7	P × P	7	P × P
8	B—Kt 5	8	B × P
9	Q Kt—Q 2	9	B—K 2
10	Kt—R 4	10	B—K Kt 5
11	Q—B 4	11	Q—Q 3
12	Kt × P	12	Q—Kt 5 ch
13	Kt—Q 2		

Exchange of Queens would result in a good game for Black.

		13	Castles
14	P—K B 3	14	P—K R 3
15	P × B	15	P × B
16	Kt—B 3	16	Kt × P
17	B × Kt	17	P × B
18	P—B 3	18	Q × Q
19	Kt × Q	19	B—B 4

..............With every piece in action, while the opponent is undeveloped, Black has it all his own way.

20	P—Kt 4	20	K R—K sq ch
21	K—B sq	21	R—K 5
22	Q Kt—Q 2	22	R—K B 5
23	Kt—Kt 3	23	B—Kt 3
24	P—K R 3	24	Kt—K 6 ch
25	K—K 2	25	R—K sq
26	K—Q 3	26	Kt × P
27	Kt × P	27	R—K 6 ch
28	K—B 2	28	R—B 7 ch
29	Kt—Q 2	29	R (K 6)—K 7
30	Q R—Q sq	30	Kt—K 6 ch
31	K—Q 3	31	Kt × R
32	R × Kt	32	R—K 4
33	Kt (Kt 5)—K 4	33	R—R 7
34	R—K B sq	34	R—Q 4 ch
35	K—B 2	35	B—K 6
36	Resigns.		

RUY LOPEZ.

GAME No. 21.

Played in the American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL.

WHITE.	BLACK.
Mr. J. F. BARRY.	Mr. F. J. MARSHALL.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	P—B 4
4	P—Q 4		

An indifferent continuation against this form of the Ruy Lopez.

		4	P × K P
5	Kt × P	5	Kt × Kt
6	P × Kt	6	P—B 3
7	Kt—B 3		

In a game with Herr Marco, at Monte Carlo, the latter Castled and defeated me, as the sacrifice was a novelty at that time.

		7	P × B
8	Kt × K P	8	P—Q 4

....It is absolutely necessary to obtain freedom for Black's pieces, and this sacrifice of a Pawn is a good investment.

9	P × P *en pas.*	9	Kt—B 3
10	B—Kt 5	10	Q—R 4 ch
11	B—Q 2	11	P—Kt 5

............Mr. Barry had previously given this line a thorough examination, but failed to take the full strength of this move into account.

12	Q—K 2	12	Q—K 4
13	Kt × Kt ch	13	P × Kt
14	Q × Q ch	14	P × Q
15	B × P	15	R—K Kt sq
16	R—Q sq	16	R—Kt 5
17	B—R 3		

Many of the bystanders here thought that White could win by P—Q 7 ch, but this is not so; for instance, 17..., B × P; 18 B × B, R—K 5 ch; 19 K—B sq, B—Kt 4 ch, saving the piece. Henceforth it is plain sailing for Black.

		17	R—K 5 ch
18	K—B sq	18	B—Q 2
19	P—K B 3	19	B—Kt 4 ch
20	K—B 2	20	R—K 7 ch
21	K—Kt 3	21	B—K R 3
22	P—B 3	22	Castles
23	K—R 3	23	B—Q 2 ch
24	P—Kt 4	24	R—B sq
25	Q R—K B sq	25	B—B 5
26	R—K sq	26	R—K B 7
27	Q R—K B sq	27	R—B 7
28	Resigns.		

RUY LOPEZ.

GAME No. 22.

Played in the American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL.

WHITE.	BLACK.
Herr G. MARCO.	Mr. F. J. MARSHALL.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	P—B 4
4	P—Q 3		

Probably the best continuation. Kt—Q B 3 is also to be considered.

		4	Kt—B 3
5	P—Q R 3		

Maroczy's idea, leaving a retreat for the K B.

		5	B—K 2
6	B—Q B 4	6	P—Q 4
7	P × P	7	Kt × P
8	Q—K 2	8	B—B 3
9	B × Kt	9	Q × B
10	Kt—B 3	10	Q—K 3
11	B—Kt 5	11	P—K 5

..............11..., Castles is preferable.

12	P × P	12	B × Kt ch
13	P × B	13	P × P
14	Kt—Q 2	14	Castles
15	Castles	15	Q—Kt 3
16	B—R 4	16	B—B 4
17	B—Kt 3	17	R—B 2
18	K R—K sq	18	Q R—K sq
19	Q—Kt 5	19	B—Q 2
20	Q—B 4	20	P—K 6

..............Getting rid of a weak Pawn, which it might be difficult to defend later on.

21	R × P	21	R × R
22	P × R	22	Q × P
23	Kt—B 3	23	P—Q Kt 4

..............A surprise to Herr Marco and comes near winning the game.

| 24 | Q × P |

If, instead, Q—B 5, R—B 4 wins a piece.

		24	Q × P
25	R—K sq	25	Kt—Q 5
26	Q— Kt 8 ch	26	R—B sq
27	Q × B P	27	Kt × Kt ch
28	P × Kt	28	B—B 3
29	Q—K 5	29	Q × Q
30	B × Q		

Drawn.

IRREGULAR OPENING.

GAME No. 23.

Played in the American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL.

WHITE.	BLACK.
Mr. F. J. MARSHALL.	Mr. H. N. PILLSBURY.

	WHITE		BLACK
1	P—Q 4	1	P—Q 3

..............If the idea of this move is to prepare for P—K 4, then Kt—Q 2 should follow on the second move, after which a Petroff Defence might develop.

2	P—K 4	2	Kt—K B 3
3	Kt—Q B 3	3	P—K Kt 3
4	P—B 4	4	B—Kt 2
5	P—K 5	5	P × P
6	B P × P	6	Kt—Q 4
7	Kt—B 3	7	Kt—Q B 3
8	B—Q B 4	8	P—K 3

................Inferior to Kt—Kt 3, for the hole at B 3 proves his undoing in the end.

9	B—K Kt 5	9	Kt × Kt
10	P × Kt	10	Kt—K 2
11	Castles	11	P—K R 3
12	B—B 6	12	B × B
13	P × B	13	Kt—B 4
14	Q—K 2	14	Q × B P

....Not to be recommended, though it was a choice of two evils, for the thorn captured would have been a continual thorn in his side.

15	P—Kt 4	15	Kt—Q 3
16	Kt—K 5	16	Q—K 2

...............It would have been wiser to have taken the bull by the horns and played Q—Kt 4.

17	B—Q 3	17	Castles

.................White threatened, if B—Q 2, to capture the K B P.

18	R—B 2	18	K—Kt 2
19	Q R—K B sq	19	B—Q 2
20	R—B 6		

Position after White's 19th move (R—B 6):—

BLACK (MR. PILLSBURY).
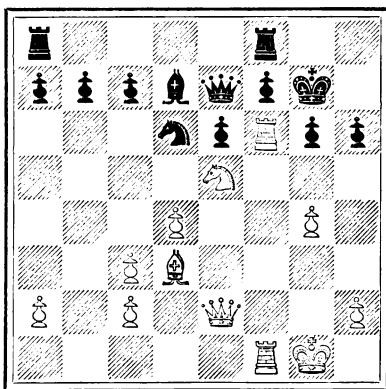
WHITE (MR. MARSHALL).

20   R—K Kt sq

.................Inasmuch as Black cannot take the two Rooks for the Queen, on account of Kt × B ch at the end, his position is hopeless.

21	Kt × Kt P	21	Q × R
22	R × Q	22	K × R
23	Q—K 5 mate.		

DUTCH DEFENCE.

——

GAME No. 24.

Played in the American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL.

	WHITE. Mr. F. J. MARSHALL.		BLACK. Mr. E. DELMAR.
1	P—Q 4	1	P—K 3
2	P—Q B 4	2	P—K B 4
3	Kt—Q B 3	3	Kt—K B 3
4	B—Kt 5	4	B—K 2
5	P—K 3	5	Castles
6	B—Q 3	6	Kt—K 5
7	B × B	7	Q × B
8	B × Kt	8	P × B
9	Kt × P	9	P—Q 4

...............Here he could regain a Pawn by Q—Kt 5 ch. Instead, he plays for rapid development.

10	P × P	10	P × P
11	Kt—Q 2	11	Q—Kt 4
12	K Kt—B 3		

P—K Kt 3 would have been unwise at this stage.

		12	Q × P
13	R—K Kt sq	13	Q—R 6
14	R—Kt 3	14	Q—R 3
15	Q—Kt 3	15	Kt—B 3
16	Q × P ch	16	B—K 3

....Neither player places a high value on Pawns when a question of attack is involved.

17	Q—K Kt 5	17	Q × Q
18	Kt × Q	18	B—B 4
19	R—Q B sq	19	P—K R 3
20	K Kt—B 3	20	R—B 2
21	P—Q R 3	21	R—K sq
22	Kt—B 4	22	B—K 5
23	Kt (B 4)—K 5	23	Kt × P
24	Kt × R		

If 24 P × Kt, B × Kt, &c.

24   Kt × Kt ch

Position after Black's 24th move (Kt × Kt ch) :—

BLACK (MR. DELMAR).
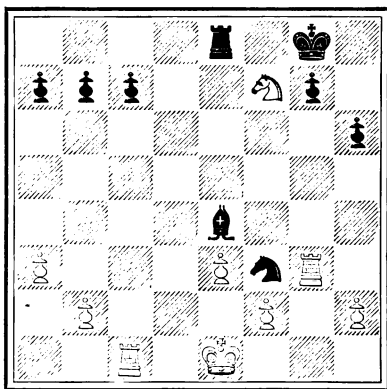
WHITE (MR. MARSHALL).

25   K—K 2

Completely spoiling Black's combination. The latter must have figured on R × Kt.

		25	B—B 3
26	Kt × P ch	26	K—R 2
27	Kt—B 5	27	P—K Kt 3
28	R × Kt	28	P × Kt
29	R × P	29	K—Kt 3
30	R—K B 4	30	Resigns.

QUEEN'S GAMBIT DECLINED.

———

GAME No. 25.

Played in the American International Tournament, at Cambridge Springs, 1904.

NOTES BY F. J. MARSHALL.

	WHITE.			BLACK.
	M. JANOWSKI.			Mr. F. J. MARSHALL.
1	P—Q 4		1	P—Q 4
2	P—Q B 4		2	P—K 3
3	Kt—Q B 3		3	P—Q B 4
4	P—K 3		4	Kt—Q B 3
5	Kt—B 3		5	Kt—B 3
6	P—Q R 3		6	Kt—K 5
7	B—Q 3		7	Kt × Kt
8	P × Kt		8	B—Q 3
9	Castles		9	Castles
10	Q—K 2		10	Kt—R 4
11	P—K 4		11	P × B P
12	B × P		12	Kt × B

..............Taking the first opportunity to remove a piece that might become dangerous in an attack. At this stage of the tournament it was my policy to play for a draw.

13	Q × Kt	13	Q—B 2
14	Q—Q 3	14	B—Q 2
15	P—K 5	15	B—K 2
16	Kt—Kt 5	16	B × Kt
17	B × B	17	K R—Q B sq
18	Q—Kt 3	18	K—R sq
19	K R—K sq	19	P × P
20	P × P	20	Q—B 6
21	Q—B 4	21	K—Kt sq
22	Q R—Q Kt sq	22	P—Q Kt 3
23	P—K R 4	23	Q × R P

...............The Black Queen could likewise return to the defence of the King *via* Q 6 and K Kt 3, but in this way two passed Pawns are established, assuring a win in case of White's failure in the attack.

24	P—R 5	24	P—K R 3

..............Necessary to stop the advance of the R P.

25	B—R 4	25	R—B 6

..............Preventing R—K 3.

26	Q—Kt 4	26	Q R—Q B sq
27	K—R 2	27	Q—B sq
28	R—K 4	28	B—B 3
29	R—B 4	29	K—R 2
30	P—B 3	30	B—Q 4
31	Q—Kt 3	31	B—B 5
32	R—Q R sq	32	P—R 4
33	R—Kt 4		

Position after White's 33rd move (R—Kt 4):—

BLACK (MR. MARSHALL).

WHITE (M. JANOWSKI).

33 B—Q 6

..............This Bishop is an important factor in the defence.

34 B—B 6

He can delay no longer, otherwise the initiative escapes him.

34 P × B

..............Not actually forced, for he also has the option of P—Kt 3.

35	P × P	35	R—Q sq
36	R—K sq	36	K—R sq

..............Important, as R—Kt 7 ch, followed by Q—B 4, was threatened.

37	R—K 5	37	B—B 4
38	R—Kt 7	38	R × Q P
39	R—Q Kt 5	39	R (B 6)—B 5
40	Q—K 5	40	Q—Q 3
41	P—Kt 4	41	Q × Q ch
42	R × Q	42	B × P

...............The simplest process, though B—R 2 appears to win likewise.

43	P × B	43	R—B 7 ch
44	K—Kt 3	44	R—Q 6 ch
45	K—B 4	45	R—B 5 ch
46	R—K 5	46	R × R ch
47	K × R	47	R—Q 2
48	K—B 4	48	P—R 5
49	P—Kt 5	49	P × P ch
50	K × P	50	P—R 6
51	K—R 6	51	R—R 2

...............White threatens to draw by 52 R—R 7 ch, K—Kt sq ; 53 R—Kt 7 ch, K—R sq ; for if K—B sq, 54 K—R 7 would win.

52	R—R 7 ch	52	K—Kt sq
53	R—Kt 7 ch	53	K—B sq
54	K—R 7	54	K—K sq
55	K—Kt 8	55	P—R 7
56	P—R 6	56	P Queens
57	P—R 7		

Position after White's 57th move (P—R 7):—

BLACK (MR. MARSHALL).
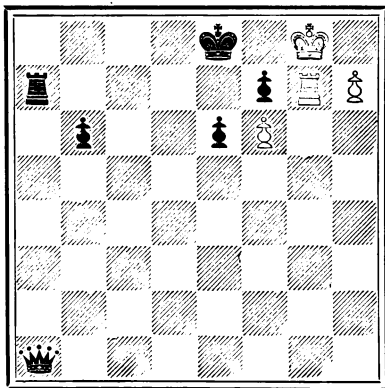
WHITE (M. JANOWSKI).

57 Q × P

.................Here Black can win outright and more prettily by
57 R—R sq; 58 R × P (best), Q—Kt 8 ch; 59 R—Kt 7, Q × R ch;
60 K × Q (if P × Q, K—K 2 mate), R—R 2 ch; 61 K—Kt 3, R × P;
62 K × R, K—B 2, etc.

58	P Queens	58	K—K 2
59	Q—R sq	59	R—Q 2
60	K—R 7	60	Q—B 4 ch
61	K—R 6	61	P—K 4
62	R—Kt sq	62	R—Q sq
63	Q—Kt 7 ch	63	Q—Q 2
64	Q—B 3	64	Q—K 3 ch

..............64..., Q—R 6 ch; 65 Q × Q, R—R ch, followed by
R × Q, was another simple way of finishing the game. The over-
sights are attributable to the tremendous mental strain both players
were subjected to in this encounter.

65	K—R 7	65	Q—Q 4
66	Q—Q R 3 ch	66	Q—Q 3
67	Q—B sq	67	P—K 5
68	R—Kt 2	68	Q—B 4
69	Q × Q ch	69	P × Q
70	R—Kt 5	70	K—B 3
71	R × P	71	R—K sq
72	R—B sq	72	P—K 6
73	R—B sq ch	73	K—K 4
74	K—R 6	74	P—B 4
75	K—R 5	75	K—K 5
76	R—Q R sq	76	P—B 5
77	Resigns.		

M

FOUR KNIGHTS GAME.

———

GAME No. 26.

Played in the St. Louis Tournament, 1904.

Notes by F. J. Marshall, *vide Brooklyn Daily Eagle.*

	WHITE.		BLACK.
	Mr. Kemeny.		Mr. F. J. Marshall.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	Kt—B 3	3	Kt—B 3
4	B—Kt 5	4	B—B 4
5	Kt × P	5	Kt—Q 5

............This move was played by Mr. Marshall against both Herr Maroczy and Herr Schlechter at Monte Carlo, each game resulting in a draw.

6	B—R 4

Herr Maroczy gives B—K 2 as best here. The text move loses time.

		6	Castles
7	Kt—Q 3	7	B—Kt 3
8	P—K 5	8	Kt—K sq
9	Castles	9	P—K B 3
10	K—R sq	10	P × P
11	Kt × P	11	P—Q 3

....Probably Q—R 5 at once was better.

12	Kt—B 4	12	Q—R 5
13	Kt × B	13	R P × Kt
14	P—Q 3	14	Kt—B 3

.............Black's original idea was 14..., R—R 4 instead, but White replies 15 B × Kt, R × B ; 16 R—K sq, etc.

15   P—B 3

Position after White's 15th move (P—B 3) :—

BLACK (MR. MARSHALL).
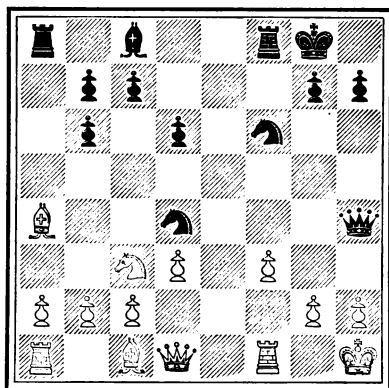
WHITE (MR. KEMENY).

		15	R × B
16	Kt × R	16	Kt—B 4
17	Kt—B 3	17	Kt—Kt 6 ch
18	K—Kt sq	18	Kt × R
19	Q × Kt	19	Kt—Kt 5
20	P—K R 3	20	Kt—K 4
21	Q—B 2	21	Q—R 4
22	Q—Kt 3	22	Kt × P ch
23	P × Kt	23	R × P
24	Q—Kt 5	24	Q × Q ch

...............Not half as good as 24..., Q × R P ; 25 B —B 4 (best), P—K R 3 ; 26 Q—Q 8 ch, K R 2 ; 27 B—R 2, Q—Kt 5 ch ; 28 K—R, R—B 7, etc.

25	B × Q	25	R—Kt 6 ch
26	K—B 2	26	R × B

..............Being a Pawn ahead, Black can win the ending with ordinary care

27	P—K R 4	27	R—Kt 5
28	R—K sq	28	K—B 2
29	R—K 4	29	R × R
30	P × R	30	P—B 3
31	P—Q Kt 4	31	P—Q Kt 4
32	P—R 4	32	P × P
33	Kt × P	33	P—Q Kt 4
34	Kt—Kt 2	34	B—K 3
35	Kt—Q 3	35	K—B 3
36	K—K 3	36	P—Kt 4
37	P × P ch	37	K × P
38	Kt—B 4	38	B—R 7
39	Kt—K 2	39	B—K 3
40	Kt—Q 4	40	B—Q 2
41	Kt—B 3 ch		

Position after White's 41st move (Kt—B 3 ch):—

BLACK (MR. MARSHALL).
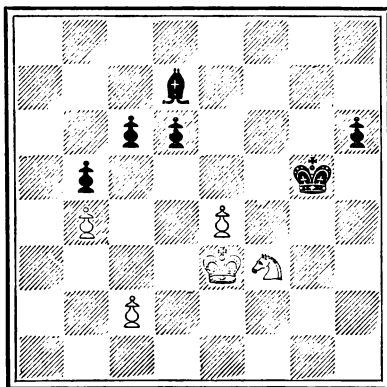
WHITE (MR. KEMENY).

		41	K—B 3
42	K—B 4	42	P—R 4
43	P—K 5 ch	43	P × P ch
44	Kt × P	44	K—K 3
45	P—B 4	45	P—R 5
46	P × P	46	P × P
47	Kt—Q 3		

Position after White's 47th move (Kt—Q 3):—

BLACK (MR. MARSHALL).
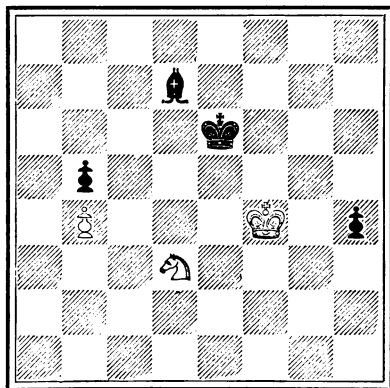
WHITE (MR. KEMENY).

		47	K—Q 4
48	Kt—K 5	48	P—R 6
49	Resigns		

QUEEN'S GAMBIT DECLINED.

———

GAME No. 27.

Played in the St. Louis (U.S.A.) Tournament, 1904.

• NOTES *vide New Orleans Times Democrat.*

	WHITE.		BLACK.
	MR. F. J. MARSHALL.		MR. UEDEMANN.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 3
3	Kt—Q B 3	3	Kt—K B 3
4	B—Kt 5	4	B—K 2
5	P—K 3	5	P—B 3

...............5..., Castles, at once, as played by Anderssen **against** Steinitz, is better, as it yields speedy equality, the continuation being: 6 Kt—K B 3, P—Q Kt 3; 7 B—Q 3, B—Kt 2; 8 Castles, Q Kt—Q 2; 9 P × P, P × P; 10 R—B sq, P—B 4; 11 P × P, P × P; 12 Q—R 4, Kt—K 5, equal game.

6	Kt—B 3	6	Q Kt—Q 2
7	B—Q 3	7	P × P

8	B × B P	8	Kt—Q 4
9	B × B	9	Q × B
10	P—K 4	10	Kt × Kt

....10..., Kt—B 5, instead, would be disadvantageous, for, after 11 P—K Kt 3, if 11..., Kt—R 6, then 12 Q—Q 2, menacing 13 B—K B sq and forcing Black to lose *a tempo* by 13..., P—K R 3.

11	P × Kt	11	Castles
12	Castles	12	R—Q sq

...............Sound enough, but 12..., P—K 4, instead, was stronger, as opening or weakening the Queen's file for White and developing Black's Q B very shortly.

13   P—K 5

In combination with his next move, really fine strategics.   The text move blocks in Black's Q B and ties up his Queen's wing most unpleasantly.

13   Kt—B sq

...............Valuable time lost ; cf. his fifteenth move.   13..., P—K B 3 seems, by all means, in order just here.

14	R—Kt sq	14	P—Q Kt 3
15	Kt—Q 2	15	Kt—Q 2
16	P—B 4	16	P—Kt 3

...............Disagreeable enough in view of White's Knight's inevitable advance, *via* K 4, to K B 6, but unavoidable as 17 P—K B 5 is threatened.

17	Kt—K 4	17	P—Q Kt 4
18	B—Kt 3	18	Kt—Kt 3
19	Kt—B 6 ch	19	K—Kt 2
20	Q—Kt 4	20	Kt—Q 4
21	B × Kt	21	K P × B

Position after Black's 21st move (K P × B):

BLACK (MR. UEDEMANN).
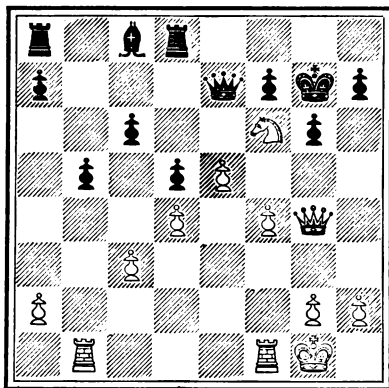
WHITE (MR. MARSHALL).

22   Q—Kt 5

Much better than 22 Q—R 4, as Mr. Marshall pointed out after the game, for then 22..., P—K R 3 !

		22	R—R sq
23	Kt—R 5 ch	23	K—B sq
24	Q—R 6 ch	24	K—K sq
25	P—B 5	25	Q—B sq
26	Kt—B 6 ch	26	K—Q sq

.................Of course, not 26..., P × Kt, for then 27 Q × Q B P ch, followed by 28 Q × Q R, etc.   The text move, however, costs his K R P off-hand and, practically, the game; nevertheless, he seems to have no good move. If, *e.g.*, 26..., B × K B P ; 27 Kt—Kt 7 ch, K—Q 2 ; 28 Kt × B, P × Kt ; 29 K R × P, Q R—K B sq ; 30 K R—B 6, threatening both 31 R × Q B P and Q R—K B sq, with, substantially a winning attack.

Position after Black's 26th move (K—Q sq):—

BLACK (MR. UEDEMANN).
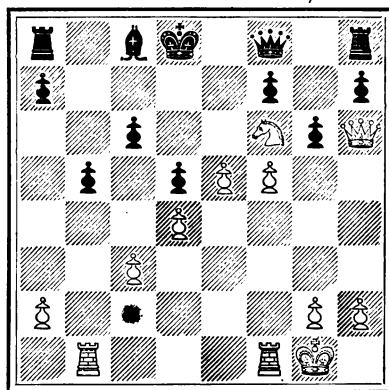
WHITE (MR. MARSHALL)

27	Q × Q ch	27	R × Q
28	Kt × R P	28	R—R sq
29	Kt—Kt 5	29	K—K sq
30	P × P	30	P × P
31	Kt—B 7	31	R—R 2
32	Kt—Q 6 ch	32	K—K 2
33	R—B 6	33	R—Kt 2
34	Q R—K B sq	34	B—K 3
35	Kt—Kt 7	35	R—Q B sq
36	Kt—B 5	36	B—B 4
37	P—K R 3	37	R—Q B 2
38	P—Kt 4	38	B—Q 2
39	R—Q 6	39	R—R 2
40	R × Kt P	40	R × P
41	R—Kt 7 ch	41	Resigns.

....If 41..., K—K sq ; 42 P—K 6 at least wins the Bishop ; while if, to avoid that disaster, 41..., K—Q sq, Black actually drops into a mating net by 42 R—K B 8 ch, B—K sq ; 43 Kt—K 6 ch, K—B sq ; 44 R × R ch, K—Kt sq ; 45 R × B, mate !

QUEEN'S GAMBIT ACCEPTED.

GAME No. 28.

Played in the St. Louis (U.S.A.) Tournament, 1904.

NOTES BY F. J. MARSHALL, *vide Brooklyn Daily Eagle.*

WHITE.	BLACK.
MR. F. J. MARSHALL.	DR. EISENBERG.
1 P—Q 4	1 P— Q 4
2 P—Q B 4	2 P × P
3 P—K 3	3 P—K 4
4 B × P	4 P × P
5 P × P	5 Kt—K B 3

..............5..., B—Kt 5 ch, as suggested by Dr. Eisenberg, seems better.   Then might follow : 6 Kt—B 3, Q—K 2 ch ; 7 Kt—K 2, Kt—K B 3 ; 8 Castles, Castles ; 9 B—Kt 5 etc.

| 6 Q—Kt 3 | 6 Q—K 2 ch |
| 7 K—B sq | |

If 7 Kt—K 2, Q—Kt 5 ch ; 8 Kt—B 3, Q × Q ; with drawing chances.

| | 7 P—K Kt 3 |

There appears to be no better developing move.

8 Kt—K B 3	8 B—Kt 2
9 B—Q 2	9 Kt—K 5
10 B—Kt 4	10 Kt—Q 3

............10..., P—B 4 is preferable, after which would **have come** 11 Kt—Q B 3, P × B ; 12 Kt × Kt, etc.

11	Kt—B 3	11	Castles
12	R—K sq	12	Q—Q sq
13	Kt—K 5	13	B × Kt

Position after White's 13th move (Kt—K 5) : —

BLACK (DR. EISENBERG).
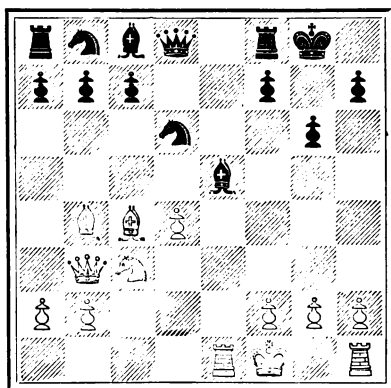
WHITE (MR. MARSHALL).

...............13..., Kt—Q B 3 here loses, on account of 14 B × Kt, Kt × Q P ; 15 Kt × B P, etc.

14	P × B	14	Kt × B
15	Q × Kt	15	R—K sq
16	R—Q sq	16	Q—Kt 4

...............If 16..., B—Q 2 ; 17 Kt—Q 5, R × P ; 18 B—B 3, and should win.

17	Kt—K 4	17	Q × P
18	B—B 3	18	B—K 3
19	Q—Q 3	19	Q—B 5
20	Q—Q 4	20	**Resigns.**

QUEEN'S COUNTER GAMBIT.

———

GAME No. 29.

Played in the St. Louis (U.S.A.) Tournament, 1904.

NOTES BY F. J. MARSHALL, *vide Brooklyn Daily Eagle.*

	WHITE.		BLACK.
	MR. CHAS. JAFFE.		MR. F. J. MARSHALL.
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 4
3	P × K P	3	P—Q 5
4	Kt—K B 3	4	Kt—Q B 3
5	B—Kt 5	5	P—B 3

...............Giving up all idea of winning back the Pawn, an playing strictly for development.

6	P × P	6	Kt × P
7	P—K 4	7	B—Kt 5 ch
8	Q Kt—Q 2	8	Castles
9	Q—Kt 3	9	P—Q R 4
10	P—Q R 3	10	P—R 5
11	Q—B 2	11	B × Kt ch

...............11 B—K Kt 5; 12 P × B, Kt × P; 13 Q—B sq, P—Q 6 was an idea I looked into, but abandoned, as I could not discern sufficient advantage in return for the piece.
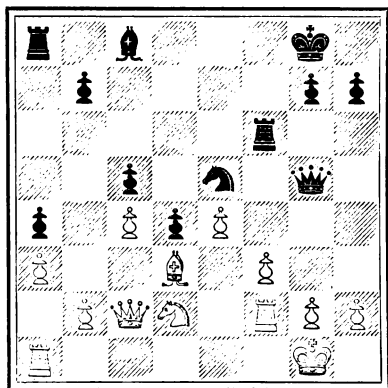
12	Kt × B	12	Q—K sq
13	B × Kt	13	R × B
14	P—B 3	14	Kt—K 4
15	B—Q 3		

Probably 15 P—B 5 was a stronger continuation, in order to prevent Black's defending the position in the centre.

		15	P—B 4
16	Castles (K R)	16	Q—R 4
17	R—B 2	17	Q—Kt 4

Position after Black's 17th move (Q – Kt 4):—

BLACK (MR. MARSHALL).

WHITE (MR. JAFFE).

18 R—K sq

Black threatened Q—K 6, winning.

		18	B—Q 2
19	K—R sq	19	Q R—K B sq

...............19..., Kt—Kt 5; 20 R—K 2, Kt—K 6; 21 R × Kt, P > R; 22 Kt—B sq, etc., gives White a good game.

20	Kt—B sq	20	R—K R 3
21	Q—Q 2	21	Q—R 5
22	K—Kt sq	22	P—Q Kt 4

..............The only chance, as White's King's side is too well defended.

23	P × P	23	R—Kt sq
24	Q—B 2	24	Kt × B
25	Q × Kt	25	B × P
26	P—K Kt 3		

26 Q—B 2 was better here.

		26	B × Q
27	P × Q	27	R (R 3)—Q Kt 3
28	R—Q sq		

Stronger was 28 R—B sq.

		28	B × Kt
29	K × B	29	R × P
30	R—B sq	30	R—Kt 8
31	R—K sq		

If 31 R × R, R × R ch ; 32 K—K 2, P—B 5, etc.

		31	P—B 5
32	R—B 2	32	P—Q 6
33	R—Q 2	33	P—B 6
34	R × P	34	R × R ch
35	K × R	35	R—Kt 8 ch
36	Resigns		

RUY LOPEZ.

———

GAME No. 30.

Played at the Glasgow Club during 1903.

NOTES BY F. J. MARSHALL, *vide British Chess Magazine.*

WHITE.	BLACK.
	MESSRS. JAMES MCKEE
MR. F. J. MARSHALL.	and F. G. HARRIS.
(Blindfold.)	*(Consulting.)*

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Q Kt 5	3	Kt—B 3
4	Castles	4	Kt × P
5	P—Q 4	5	B—K 2

..............This form of the Ruy Lopez I considered too close, as it allows White to get a fine development.

6	P × P	6	Castles
7	Q—Q 5		

I prefer this to the more usual 7 Q—K 2.

		7	Kt—B 4
8	B—K 3	8	Kt—K 3

.............Although this Knight seems well posted, yet in his game it causes Black trouble.

9	Kt—Q B 3	9	Q—K sq

..............In order to play either P—Q 3 or P—Q Kt 3.

10	Q R—K sq	10	P—Q Kt 3
11	Q—K 4	11	B—Kt 2
12	Kt—Q 5	12	R—Kt sq
13	B—Q 3	13	P—K Kt 3

...............Forced.

Position after Black's 13th move (P—K Kt 3):—

BLACK (ALLIES).
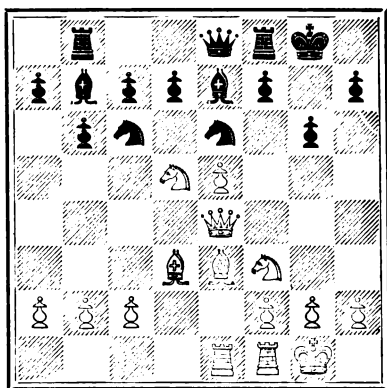
WHITE (MR. MARSHALL).

14   Kt—B 6 ch

The exchange could have won here by 14 B—R 6; if then 14...,
Kt—Kt 2; 15 Kt—B 6 ch, B × Kt; 16 P × B, the Knight at Kt 2 must
move, and the exchange is lost; but line of play adopted is more
simple, and it pins the King side completely.

		14	B × Kt
15	P × B	15	Q Kt—Q 5
16	Q—R 4	16	Kt × Kt ch
17	P × Kt	17	Q—Q sq
18	B—K Kt 5		

Position after White's 18th move (B—K Kt 5):—

BLACK (ALLIES).

WHITE (MR. MARSHALL).

18   K—R sq

....Mate was threatened by Q—R 6, followed by R × Kt and Q—Kt 7.

19	P—K B 4	19	R—Kt sq
20	R—K 3	20	Kt—B sq

..............Because of Q × R P ch, followed by R—R 3 mate.

21	K R—K sq	21	P—Q B 4
22	R—R 3	22	P—B 5
23	K R—K 3	23	P × B

....There appears to be no defence.

White mates in three moves.

N

B. C. M.

(BRITISH CHESS MAGAZINE)

Guide to the Openings

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